brahms

CE

SECURITY ALARM CONTROL UNIT

ProxiNET W

PROGRAMMING MANUAL

English EN

ENGLISH

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1 Symbols and glossary

This symbol shows the parts which describe safety issues.

This symbol shows parts which must be read with care.

Permanently on warning light.

Warning light off.

Rapidly flashing warning light.

INSTALLER: any person or business responsible for planning, installing and programming the system.

USER: any person using the security alarm system.

2 Technical Menu

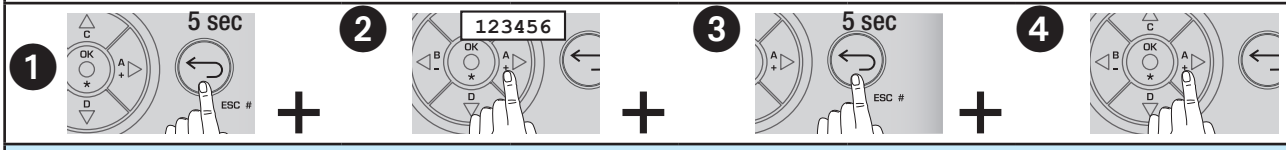
ACCESSING TECHNICAL MENU FROM THE CONTROL UNIT

Depending on the parameter TEC MENU ACCESS (CODES -> INSTALLER'S TECHNICAL CODE), access to the technical menu may or may not be preceded by the User code.

Simultaneously accessing the technical menu or user menu from multiple keypads is not allowed.

INDIRECT ACCESS

To access the Technical Menu hold down the ⮌/ESC # for 5 secs, enter the user code 123456, hold down the ⮌/ESC # key again for 5 secs and enter the technical code 222222. Using keys + - you can move from character to character, while with keys ▲ ▼ you can change the text.



DIRECT ACCESS

With the system completely disarmed hold down key ⮌/ESC # for 5 secs and enter the technical code 222222 to go into the Technical Menu. Using keys + - you can move from character to character, while with keys ▲ ▼ you can change the text.

In the manual all the different submenus of the technical menu will be shown with access via the control unit.

After the technical code with keys A and B you can choose whether to go into the installer menu (key A) or the autorecognition menu (key B). The choice of the two menus is available by going into the technical menu from the control unit only, and not from a remote keypad.

All the configurations in the technical submenus relating to "voice recordings" can only be seen on the technical menu via the control unit keypad.

ACCESS TO TECHNICAL MENU FROM PXKTX or PXWKD KEYPAD

Indirect Access

1. Enter the user code 123456 (if less than 6 digits confirm with *).
2. Enter the technical code 222222 (between the user code and the installer code do not press the ⮌/ESC # key or the operation is cancelled).

Direct Access

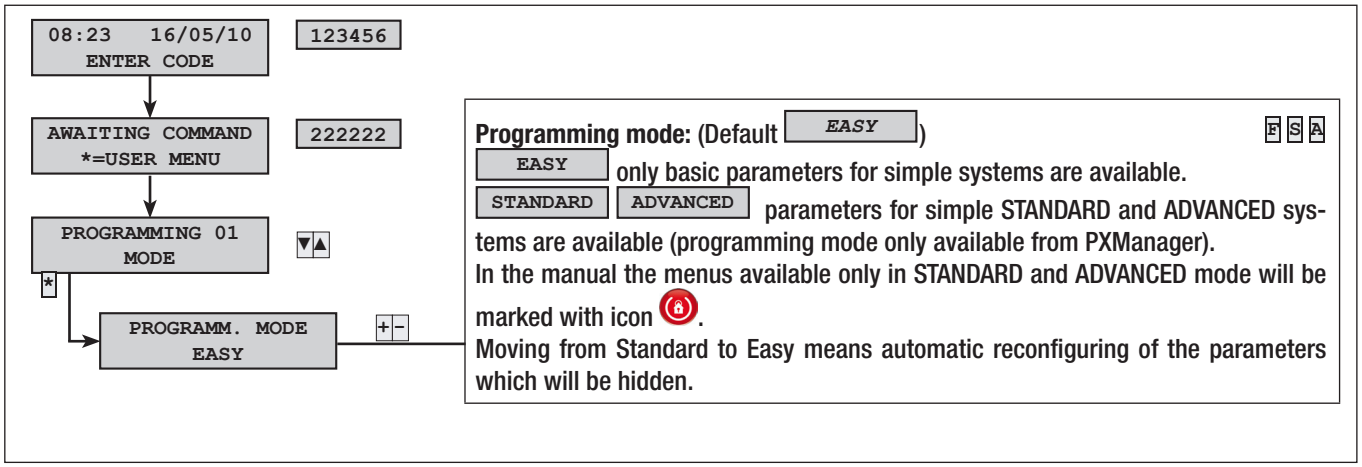
3. Enter the technical code 222222 directly (if less than 6 digits confirm with *).

ACCESSING THE TECHNICAL MENU FROM THE PXWKTX KEYPAD

The PXWKTX radio keypad does not support the technical menu.

2.1 Programming mode

For the security alarm control unit to be as user-friendly as possible (for inexperienced installers as well as the most demanding professionals), the system features the "programming mode" concept. This can provide a few or many programming parameters depending on the installer's skill or requirements.



Programming mode: (Default EASY) F S A

EASY only basic parameters for simple systems are available.

STANDARD ADVANCED parameters for simple STANDARD and ADVANCED systems are available (programming mode only available from PXManager).

In the manual the menus available only in STANDARD and ADVANCED mode will be marked with icon .

Moving from Standard to Easy means automatic reconfiguring of the parameters which will be hidden.

MENU HEADINGS BELONGING TO THE THREE MODES

To understand which mode a menu heading can be displayed and therefore edited in just look at which letters appear in the top right-hand corner of each heading's description.

F S A
Heading found in the three modes

S A
Heading found in standard and advanced modes (available only from PXManager)

A
Heading found only in advanced mode (available only from PXManager)

Below are the main differences between the three types:

EASY MODE

The EASY programming mode lets you quickly and simply start up low-complexity systems or is used by installation engineers who are not highly skilled.
The pre-configured settings are the following:

CONTENTS	AREA DESCRIPTION	CONTENTS	AREA DESCRIPTION
1	DAYTIME AREA	3	PERIMETER AREA
2	NIGHT-TIME AREA		

CONTENTS	SCENARIO DESCRIPTION	ASSOCIATED AREAS	PROPERTIES
1	GOING OUT	1, 2, 3	ON+OFF EXACT
2	GOING TO BED	1, 3	ON+OFF EXACT
3	STAYING HOME	3	ON+OFF EXACT

KEYPADS	ASSOCIATED SCENARIOS		PLUGS	ASSOCIATED SCENARIOS	
ALL KEYPADS	A	GOING OUT	ALL PLUGS	L1	GOING OUT
	B	GOING TO BED		L2	GOING TO BED
	C	STAYING HOME		L3	STAYING HOME

CONTENTS	OUTPUT DESCRIPTION	CONTENTS	OUTPUT DESCRIPTION
U1	TC output to disinhibit the sensors' microwave when system is off (associated to the NIGHT-TIME area). Yields a positive with NIGHT-TIME area switched off.	U3	Breakdown, yields a negative when faults are detected.
U2	System status, yields a negative if at least one area is on.	U4	Technical, yields a negative when there is at least one technical alarm.
RELAY	Relay 1, is activated during the alarm time.		

CODES	CODE PROPERTIES	KEYS	DESCRIPTION AND PROPERTIES
all	TURNING ON + TURNING OFF of all areas.	all	TURNING ON + TURNING OFF of all areas.

TELEPHONE NUMBER	DESCRIPTION	TYPE	ATTEMPTS	ALARM	SABOTAGE	TECHNICAL	BURGLARY	SWITCHING ON SWITCHING OFF	OUT OF ORDER	CODE ENTERING	KEY ENTERING	HELP	AUTO TEST	RESIDUAL CREDIT
1..7	Telephone 1..7	VOICE	2	x	x	x	x					x		
8	Technical	SMS	1	x	x	x	x		x			x		x

STANDARD MODE

(available only from PXManager)

Same settings as the EASY mode plus:

- Customise scenarios.
- Customise Keypads, plugs, codes, keys, ...
- Customised telephone calls.
- Restore default parameters and codes separately.

ADVANCED MODE

(available only from PXManager)

Same settings as the EASY and STANDARD modes, plus:

- Customise specific voice messages from keypad.
- Advanced programming of inputs, codes, keys, telephones, telephone options, special functions.
- Advanced programming of telephone signals.
- Time, calendar scheduler.
- Past events print-out.

ACCESS TO TECHNICAL MENU FROM PXKTX or PXWKD KEYPAD

Indirect Access

1. Enter the user code 123456 (if less than 6 digits confirm with [*]).
2. Enter the technical code 222222 (between the user code and the installer code do not press the ↩/ESC # key or the operation is cancelled).

Direct Access

3. Enter the technical code 222222 directly (if less than 6 digits confirm with [*]).

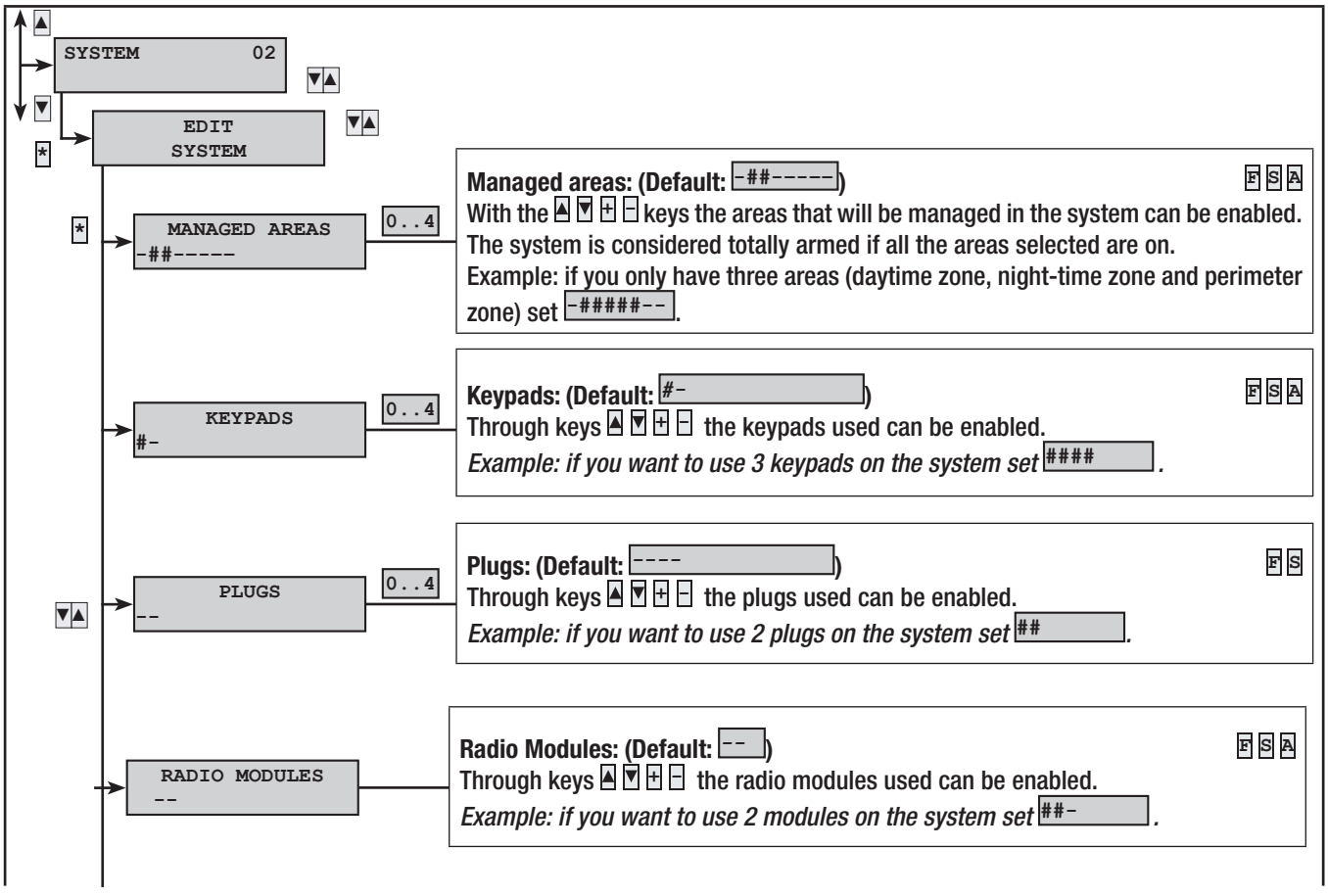
ACCESSING THE TECHNICAL MENU FROM THE PXWKTX KEYPAD

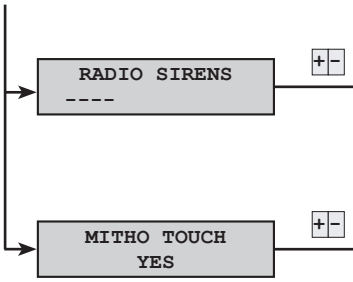
The PXWKTX radio keypad does not support the technical menu.

2.2 System

The system menu is for defining the system components (areas, keypads, plugs, ...), assigning addresses to them, and carrying out a whole series of tests. For programming go to the headings in the following menus.

EDIT SYSTEM

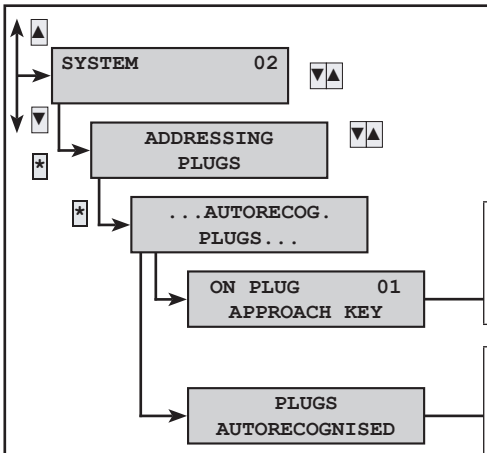

SYSTEM 02
EDIT SYSTEM
MANAGED AREAS
-##-----
0..4
Managed areas: (Default: -##-----) F S A
With the ▲ ▼ + − keys the areas that will be managed in the system can be enabled.
The system is considered totally armed if all the areas selected are on.
Example: if you only have three areas (daytime zone, night-time zone and perimeter zone) set -#####--.
KEYPADS
#-
0..4
Keypads: (Default: #-) F S A
Through keys ▲ ▼ + − the keypads used can be enabled.
Example: if you want to use 3 keypads on the system set ####.
PLUGS
--
0..4
Plugs: (Default: ----) F S
Through keys ▲ ▼ + − the plugs used can be enabled.
Example: if you want to use 2 plugs on the system set ##.
RADIO MODULES
--
Radio Modules: (Default: --) F S A
Through keys ▲ ▼ + − the radio modules used can be enabled.
Example: if you want to use 2 modules on the system set ##-.



Radio Siren: (Default: ----) F S A
With keys ▲ ▼ + - the radio sirens used can be enabled.

Mitho Touch (Default: *YES*) F S A
Via the + - keys you can enable/disable communication to BPT's MITHO building automation system.
Note. The integration between PROXINET control units and BPT's MITHO building automation system is only possible with control units that have the 1.0.16B4 version firmware or above.

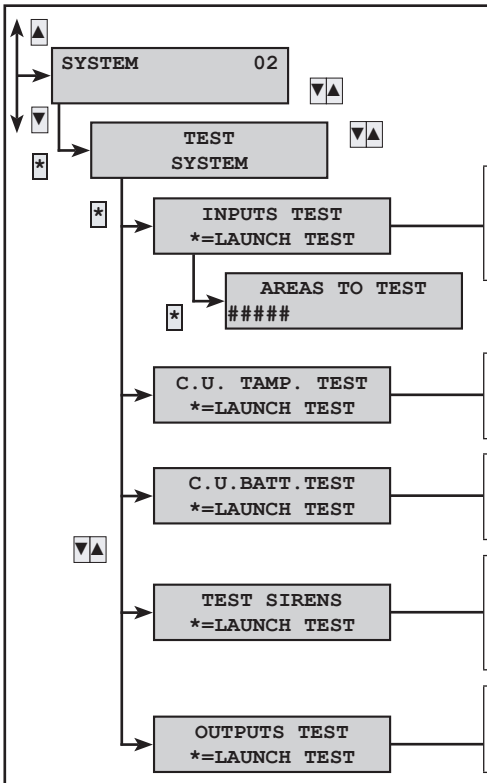
ACCEPTING REMOTE PLUGS



Autorecognition and automatic assignment of addresses of plugs: F S A
Enables recognition of the system's plugs. Approach the key to the plug that you want to assign the address shown on the display to.

Plugs already autorecognised: F S A
If the plugs have already been autorecognised a confirmation text is displayed.

SYSTEM TEST



Inputs test: F S A
The open inputs test can be carried out on the whole system or just on some selected areas.

Test control unit tamper F S A
For checking control unit tamper status.

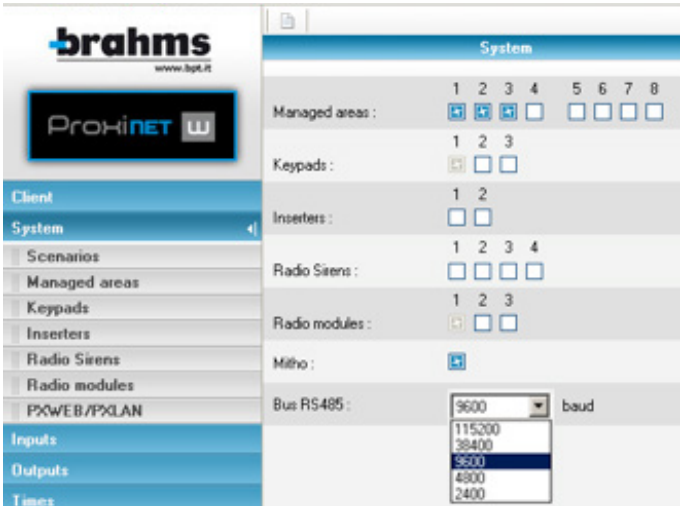
Test control unit battery: F S A
For prompt checking control unit battery status.

Test sirens: F S A
For manually commanding the alarm relay output of the control unit.

Outputs test: F S A
The test enables you to manually control the system's outputs.

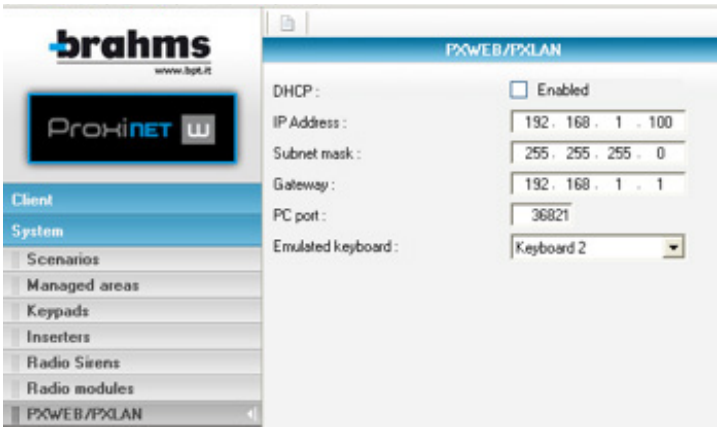
 The data and information shown in this manual are to be considered as subject to change at any time and without the need for any advance warning on the part of BRAHMS

RS485 BUS



Set the RS485 BUS speed:
Allows configuration of the RS485 BUS speed from the following: 115,200, 38,400, 9,600 (default), 4.800, 2,400.

PXLAN/PXWEB CONFIGURATION



DHCP: Automatic address assignment to network boards
Enables/disables auto-addressing (DHCP) .

IP ADDRESS configuration
Network board IP address configuration.

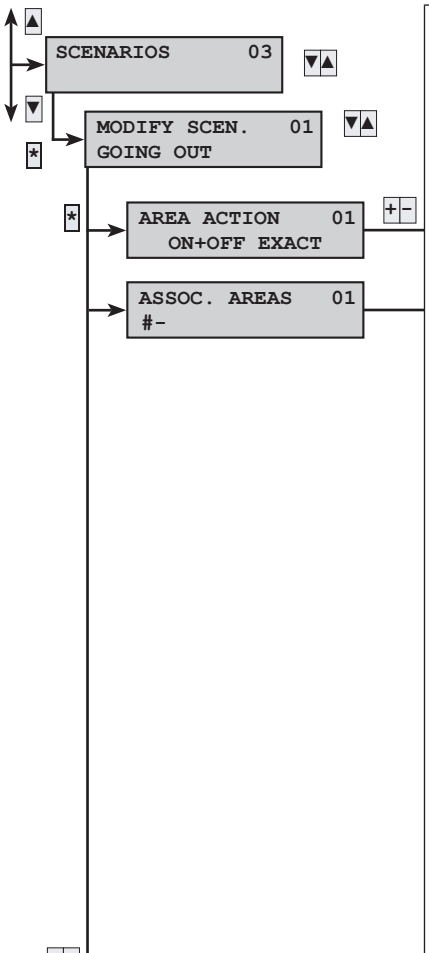
SUBNET MASK configuration
Configures the SUBNET MASK.

GATEWAY configuration
Allows GATEWAY configuration.

PC connection port configuration
Allows configuration of the computer's IP connection port.

Keypad emulation (PXWEB):
Associates the virtual keypad to a physical keypad address.

2.3 Scenarios



Associated areas: F S A

The parameter defines the action that the scenario has to carry out in the areas from among those specified in `ASSOC. AREAS`.

`DISABLED` The scenario does not alter the switched on status of the areas.

Example: scenario deactivated or scenario for which you only want to manage the associated output defined in `ASSOC. OUTPUT`.

`ON+OFF EXACT` The selected areas will be forced to switch on and those deselected to switch off in the exact configuration set.

Example: this is the one used most and it is so that Users may set the switching on state of the areas by selecting scenarios independently from the previous configuration.

GOING OUT `###`; daytime, night-time and perimeter areas on;

GOING TO BED `#-#`; only daytime and perimeter on and night-time off;

STAYING HOME `--#`; only the perimeter is on.

`SEL.AREAS ON` Only the selected areas switch on, nothing changes with the status of the non-selected areas.

Example: used for specifically switching on some areas: for example a scenario that only arms the perimeter area (PERIMETER ON `--#`*).*

`SEL.AREAS OFF` Only the selected areas switch off, nothing changes with the status of the non-selected areas.

Example: used for specifically switching off some areas: for example a scenario that only switches off the perimeter area (PERIMETER OFF `--#`*).*

`SWITCH SEL. AREAS` *The selected areas change status: if on they switch off and if off they switch on.*

Example: used for combining the act of switching some areas on or off in a single scenario; for example a scenario that only switches on/off the perimeter area (SWITCH PERIMETER `--#`*).*

Voice Recording: F S A

Allows the audio message (about 3 seconds) linked to the selected scenario to be customised.

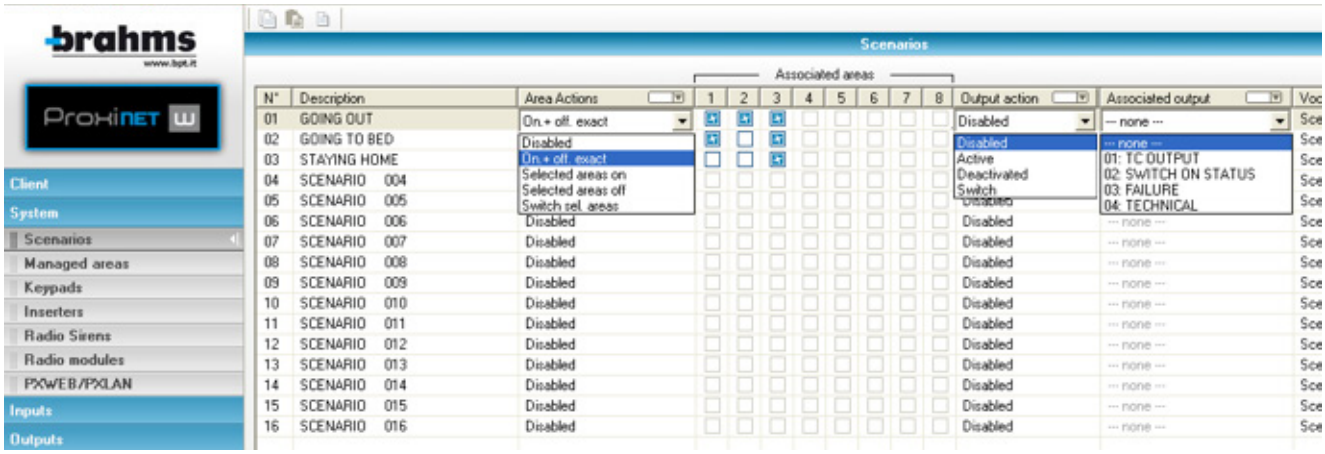
Press key A to play back recorded message.

Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.

To exit press #.

Scenario description F S A

Lets you edit the description of the scenario.



AREA ACTION

Action on areas (Default: ON+OFF EXACT)
The parameter defines the action that the scenario has to carry out in the areas from among those specified in **ASSOC. AREAS**

DISABLED The scenario does not alter the switched on status of the areas.
Example: scenario disabled or scenario for which you only want to manage the associated output defined in ASSOCIATED OUTPUT.

ON+OFF EXACT The selected areas will be forced to switch on and those deselected to switch off in the exact configuration set.
Example: this is the one used most and it is so that Users may set the switching on state of the areas by selecting scenarios independently from the previous configuration.
GOING OUT ###; daytime, night-time and perimeter areas on;
GOING TO BED #–#; only daytime and perimeter on and night-time off;
STAYING HOME —#; only the perimeter is on.

SEL. AREAS ON Only the selected areas switch on, nothing changes with the status of the non-selected areas.
Example: used for specifically switching on some areas: for example a scenario that only arms the perimeter area (PERIMETER ON —#).

SEL. AREAS OFF Only the selected areas switch off, nothing changes with the status of the non-selected areas.
Example: used for specifically switching off some areas: for example a scenario that only switches off the perimeter area (PERIMETER OFF —#).

SWITCH SEL. AREAS The selected areas change status: if on they switch off and if off they switch on.
Example: used for combining the act of switching some areas on or off in a single scenario; for example a scenario that only switches on/off the perimeter area (SWITCH PERIMETER —#).

ACT ON OUTPUT

Act on output and output association: (Default: DISABLED)
If enabled, it lets an output be controlled directly by a scenario. The output to control is selected in **ASSOC. OUTPUT,**

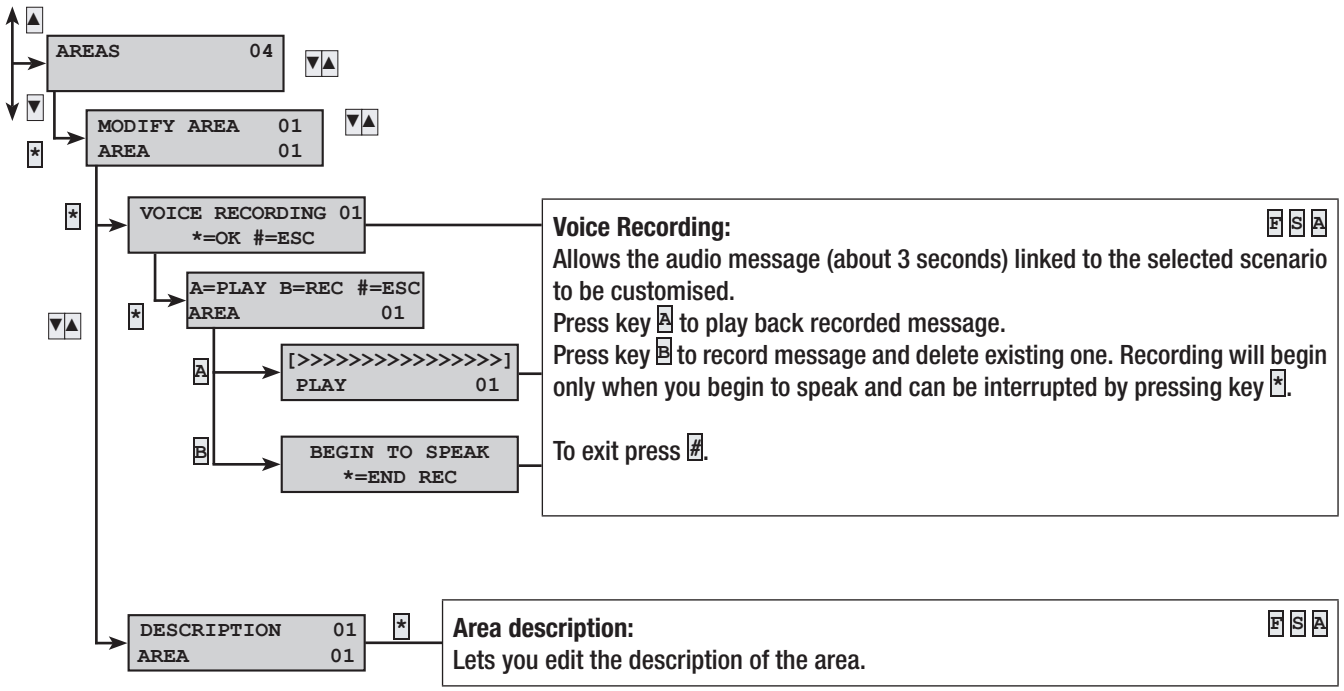
DISABLED The scenario doesn't control any output. Scenario disabled or scenario only areas of which need to be controlled.

ON The scenario activates the selected output. Scenario that enables you to open a lock controlled by a timed output. Or a scenario that switches on a light controlled by a stable output.

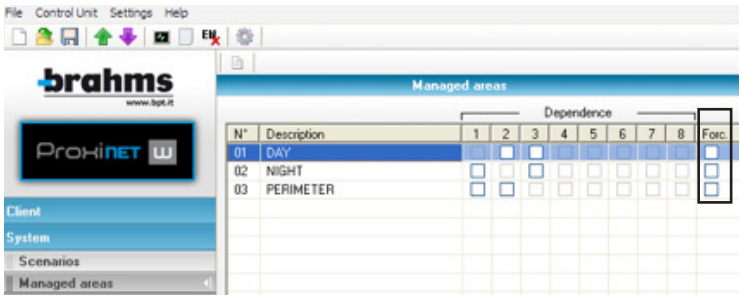
OFF The scenario deactivates the selected output. Scenario that lets you switch off a light controlled by a stable output.

SWITCH The scenario switches the status of the selected output (on becomes off and off becomes on). Scenario that brings together the on and off commands of a light controlled by a stable output.

2.4 Areas


AREAS 04
MODIFY AREA 01
AREA 01
VOICE RECORDING 01
*=OK #=ESC
A=PLAY B=REC #=ESC
AREA 01
[>>>>>>>>>>>>>>>>]
PLAY 01
BEGIN TO SPEAK
*=END REC
DESCRIPTION 01
AREA 01
Voice Recording:
F S A
Allows the audio message (about 3 seconds) linked to the selected scenario to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.
Area description:
F S A
Lets you edit the description of the area.

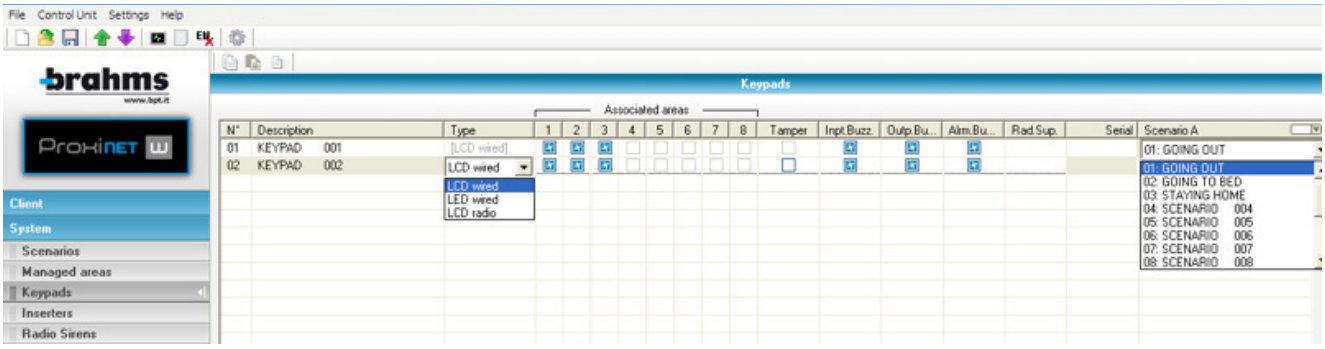
FORCE AREA



Force area: (Default: NO)
Forcing is the parameter which helps to define whether an area can be switched on even when any inputs are open (in this case, when the output time has elapsed, the area alarm will be triggered).

An area with DISABLED forced opening will start the output time only if all of the inputs associated to it are closed.
Example: used in a home environment to enable the user to close any entrances that might be open.
An area with ENABLED forced opening will start the output time irrespective of whether there are inputs associated to it open. At the end of the output time, if there are still inputs open, the area will go into alarm mode.
Example: used in office environment to prevent inattentive users from leaving the system with areas not switched on because inputs are open. In this case the triggering of the alarm will inevitably warn that the system has been left with inputs open.

2.5 Keypads



Keypad Description:
Lets you edit the description of the keypad.

Keypad type:
Lets you choose the type of keypad: wired LCD, radio LCD or wired LED.

Associated Areas:
Associated areas are the areas which can be managed and viewed from the keypad. These also represent an AND-type filter on the areas managed by the code or by the scenario.
Example: there is a flat above a ground-floor shop. The owner wants to be able to manage the flat and the shop using the same code, with the possibility of also being able to manage the shop from home.
Area 1 = HOME
Area 2 = SHOP
Scenario 1 = CLOSE HOME (SWITCH ON SELECT. AREAS; areas = #–)
Scenario 2 = OPEN HOME (SWITCH OFF SELECT. AREAS; areas = #–)
Scenario 3 = CLOSE SHOP (SWITCH ON SELECT. AREAS; areas = #–)
Keypad 1 = Situated in the home: (associated areas = ##; scenario A =CLOSE HOME ; scenario B = OPEN HOME; scenario C = CLOSE SHOP)
Keypad 2 = Situated in the shop: (associated areas = –#; scenario A = CLOSE SHOP)
Code 1 = Owner (associated areas = ##)
Code 2 = Employee (associated areas = –#)

Tamper (Default: NO)
Allows you to enable/disable the keypad tamper and the warning of no communication with the control unit.

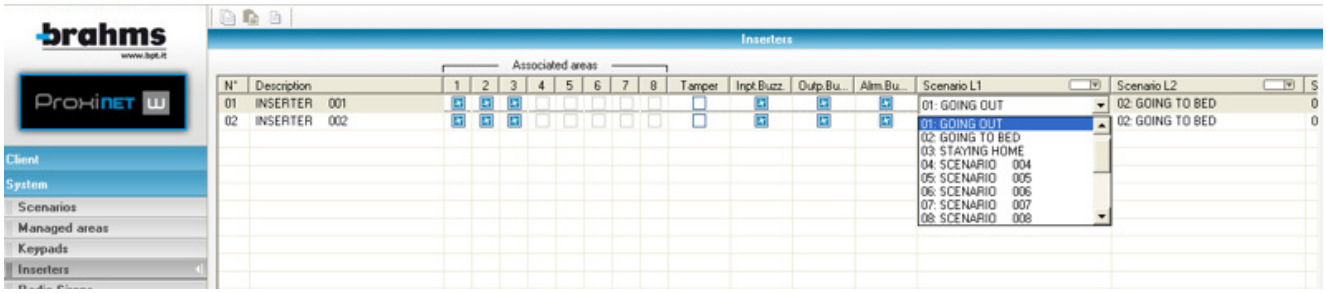
Input Buzzer, Output Buzzer and Alarm Buzzer (Default: YES)
Allows the buzzer to be enabled/disabled during the entry time, during the output time and during the alarm time of the control unit.

Radio Supervision (Default: YES)
If a radio keypad is chosen, this menu lets you activate a devices check by the control unit.

Scenarios (Default: A=Scenario 1, B=Scenario 2, C=Scenario 3...)
Associates scenarios with keypad keys.
Example: there is a home and the owner wishes to manage three areas (daytime, night-time and perimeter) using two activations: total, perimeter only.
Area 1 = DAYTIME
Area 2 = NIGHT-TIME
Area 3 = PERIMETER
Scenario 1 = GOING OUT (ON+OFF EXACT; areas = ###)
Scenario 2 = STAYING HOME (ON+OFF EXACT; areas = ––#)
Keypad 1 = associate areas = ###; scenario A = GOING OUT;
scenario B = STAYING HOME)

 - The data and information shown in this manual are to be considered as subject to change at any time and without the need for any advance warning on the part of BRAHMS

2.6 Plugs



Plug Description:
Lets you edit the description of the plug.

Associated areas: (Default: ###)
Associated areas are the areas which can be managed from the plug. They also represent an AND-type filter on the areas managed by the code or by the scenario.
Example: there is a flat above a ground-floor shop. The owner wants to be able to manage the flat and the shop with the same key.
Area 1 = HOME
Area 2 = SHOP
Scenario 1 = CLOSE HOME (SWITCH ON SELECT. AREAS; areas = #–)
Scenario 2 = CLOSE SHOP (SWITCH ON SELECT. AREAS; areas = –#)
Plug 1 = Situated in the home: (associated areas = #–; scenario L1 = CLOSE HOME)
Plug 2 = Situated in the shop: (associated areas = –#; scenario L1 = CLOSE SHOP)
Code 1 = Owner (associated areas = ##)
Code 2 = Employee (associated areas = –#)

Tamper (Default: NO)
For activating / deactivating the warning of no communication from plugs.

Input Buzzer, Output Buzzer and Alarm Buzzer (Default: **YES**)
Allows the buzzer to be enabled/disabled during the entry time, during the output time and during the alarm time of the control unit.

Radio Supervision (Default: **YES**)
If a radio keypad is chosen, this menu lets you activate a devices check by the control unit.

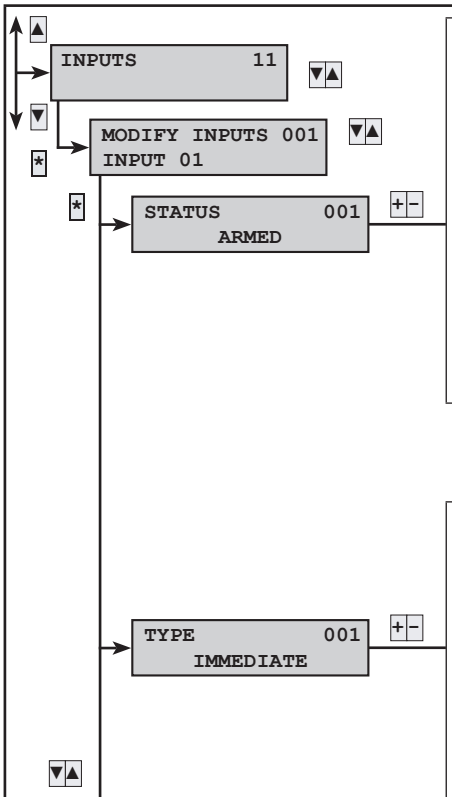
Scenarios: **(Default: L1=Scenario 1, L2=Scenario 2, L3=Scenario 3...)**
Associate the scenarios to the three plug LEDs.
Example: there is a home and the owner wishes to manage three areas (daytime, night-time and perimeter) using two activations: total, perimeter only.
Area 1 = DAYTIME
Area 2 = NIGHT-TIME
Area 3 = PERIMETER
Scenario 1 = GOING OUT (ON+OFF EXACT; areas = ###)
Scenario 2 = STAYING HOME (ON+OFF EXACT; areas = —#)
Plug 1 = (associated areas = ###); scenario L1 = GOING OUT; scenario L2 = STAYING HOME; scenario L3 = NO SCENARIO)

2.7 Radio Modules

Module Description
Allows editing of the description of the module.

Jamming: (Default: NO)
By activating the JAMMING anti-conceal function, in the event of systemic or permanent disturbance of the transmission, the control unit will generate a 24 hour alarm.

2.8 inputs



Status (Default: *EXCLUDED*) F S A

EXCLUDED An input is excluded when it is not used.

ARMED An input is armed when it is used in the system.

TEST An input is in test mode when you want to monitor the performance of an input through the events log without triggering alarms or telephone calls.

Example: after a system is installed it is noticed that an input continually goes into alarm mode for no apparent reason. By putting it into test mode it is possible to continue to monitor possible alarms (through the events log) without triggering alarms.

Type: (Default: *IMMEDIATE*) F S A

The type defines the operating characteristics of the input.

IMMEDIATE This is the classic intruder-proof input, active when the control unit is armed and inactive with the control unit disarmed. If unbalanced it triggers a general alarm.

Example: input of a magnetic contact on a window.

SERVICE It is active whether the control unit is armed or disarmed. It is not considered as a security alarm input but only one to be monitored from a keypad, or to activate outputs or calls irrespective of the control unit status. It is, of course, stored in the events log.

BLOCK PRG If closed, it enables the time scheduler function, excluding it if it is open.

BREAKDOWN It is active whether the control unit is armed or disarmed. In the event of an alarm the breakdown LED lights up, the system's breakdown output is activated and the control unit displays the ANOMALY message followed by the description of the input.

DELAYED 1 It is active only when the control unit is armed. If unbalanced, it sets off input time 1, during which a valid code must be entered to disarm the control unit. During this time the buzzer will make a continuous sound. If the control unit is not disarmed the general alarm will be triggered.

Example: input associated to an entry point.

DELAYED 2 Like DELAYED 1, but with input time 2.

24 HOURS Instantaneous input active both when the control unit is armed and when it is disarmed. Unbalancing of a 24-hour input triggers a general alarm.

Example: input associated with the external siren tamper.

TECHNICAL Instantaneous input active both when the control unit is armed and when it is disarmed. Unbalancing of a technical input activates the output defined for the TECHNICAL ALARM, triggering a continuous sound from the buzzer (for the duration of the technical alarm) and the lighting up of the alarm LED on the keypads.

Example: an input associated with a fire or gas detection sensor.

PATH Instantaneous input active with control unit armed. It performs like a delayed input if a control unit DELAYED-type input starts off the input time. It performs like an instantaneous input in all other situations.

Example: input associated with an infrared sensor placed in front of a delayed-type entrance door. If the user opens the door the input time starts and the sensor behaves in the same way; if on the other hand a burglar breaks in through a window the sensor works instantaneously.

 - The data and information shown in this manual are to be considered as subject to change at any time and without the need for any advance warning on the part of BRAHMS

MEMORY Input active with control unit armed. If it is closed (i.e. balanced) once the output time elapses, it behaves like a normal instantaneous input. On the other hand, if once the output time has elapsed it is open (i.e. unbalanced), it is ignored until it is closed (i.e. balanced) and from that moment it behaves like a normal instantaneous input.
Example: memory inputs are defined as the inputs that the user decides to leave open (dormer window, windows, ...) even when the system is armed.

SWITCHING ON Input used to switch on/off the areas associated to the input. The behaviour of the input is defined by the action parameter. Total switching off or partialisation of the system via a SWITCHING ON input simulates the entering of a code that blocks telephone calls (if the parameter is programmed correctly to STOP FROM CODE in the TELEPHONE OPTIONS).

ACTION	DESCRIPTION
Impulsive switching on	When an input is unbalanced the associated areas switch on.
Impulsive switching off	When an input is unbalanced the associated areas switch off.
Impulsive switching on + off	When an input is unbalanced the associated areas switch status: when they are off they switch on and when on they switch off.
Stable switching on + off	When an input is unbalanced the associated areas switch on and when balanced they switch off.

Example: if switching on and off must be managed via a mechanical key, it is necessary to have a mechanical lock with C, NC and NO contacts.
Input programmed to be SWITCHING ON type, action STABLE SWITCH ON+OFF and associated areas, the areas to switch on/off.
Connect the input to the lock so that when the key is on "system on" the input is unbalanced (i.e. open) and when it is on "system off" the input is balanced (i.e. closed).

BURGLARY Instantaneous input active both when the control unit is on and when it is off. When it is unbalanced it does not trigger the alarm LEDs to light on the keypads and it sends an alarm telephone call to the phone numbers associated with BURGLARY ALARM.

TYPE	Plug Status		Relay alarm	Telephone calls					Keypads/ Plugs			Times					
	Associated areas on	Always		Alarm	Sabotage	Technical	Burglary	Breakdown	LED alarm	LED Breakdown	Buzzer	Alarm	Sabotage	Technical	Burglary	Entry 1	Entry 2
Immediate	X		X	X					X		X	X					
Block PRG																	
Service		X		X				X		X							
Breakdown		X															
Delayed 1	X		X	X					X		X	X				X	
Delayed 2	X		X	X					X		X	X					X
24 hours		X	X		X				X		X		X				
Technical		X				X			X		X			X			
Path	X		X	X					X		X	X				X	X
Memory	X		X	X					X		X	X					
Switching on		X															
Burglary		X					X								X		
Tamper		X	X		X				X		X		X				

BALANCING 001
SINGLE B.

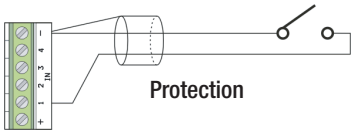
+ -

Balancing: (Default: *SINGLE BAL.*) F S A
This Menu is valid ONLY for the first six inputs (wired type).

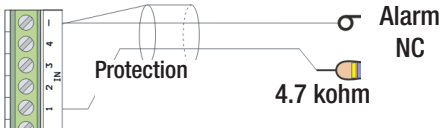
▼▲

NORM.CLS Input normally closed.

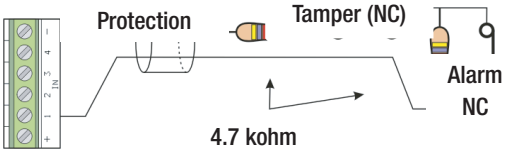
NORM.OPN Input normally open.



SINGLE BAL. Single balanced input.



DOUBLE BAL. Double-balanced input.



BALANCING 007
RADIO

*

Balancing: (Default: *RADIO*) F S A
This Menu is valid ONLY for inputs 7 and above (radio-type inputs).

RADIO CHANNEL 007
[1..03] NUMBER 03

*

Radio Channel: (Default: *3*) F S A
Available only for multi-channel radio inputs (devices with several inputs): enables setting of which input of the device is to be associated to the input.

Example: the radio magnetic contact has 3 channels:
1. Input 1
2. Input 2
3. Magnetic contact

RECOG. 007
*=OK #=ESC

*

Radio Device Recognition: F S A
Only available for radio inputs. Enables a radio device to be associated to the input.

SUPERVISION 007
NO

*

Radio Supervision: (Default: *NO*) F S A
Only available for radio inputs. If enabled, in the event of no signal being received for a time longer than that set in 'Supervision time', the control unit signals a technical alarm (no tamper).

AREAS 001

Associated areas: (Default: #---) F S A
The inputs can be freely associated to one or more areas. The performance of an input associated to more than one area depends on the value selected for parameter AND/OR AREAS.

ON ACTION 001
PULSE SWITCH ON
*

Parameter visible only if the input is the type that switches on.
Switch on: (Default: *PULSE SWITCH ON*) F S A
For managing the type of switching on/off action on the control unit areas associated to the input.

PULSE SWITCH ON When the input is unbalanced the control unit switches on the areas.

PULSE SWITCH OFF When the input is unbalanced the control unit switches off the areas.

PULSE ON+OFF When the control unit is unbalanced the control unit reverses the on/off status of the areas associated to the input.

STABLE ON+OFF The on/off status of the areas associated to the input follows the input's balancing status. If the input is unbalanced the areas are on, if it is balanced, they are off.

Example: see the example given for the type of input set SWITCHING ON.

VOICE RECORDING 01
*=OK #=ESC
▼▲

*
A=PLAY B=REC #=ESC
AREA 01

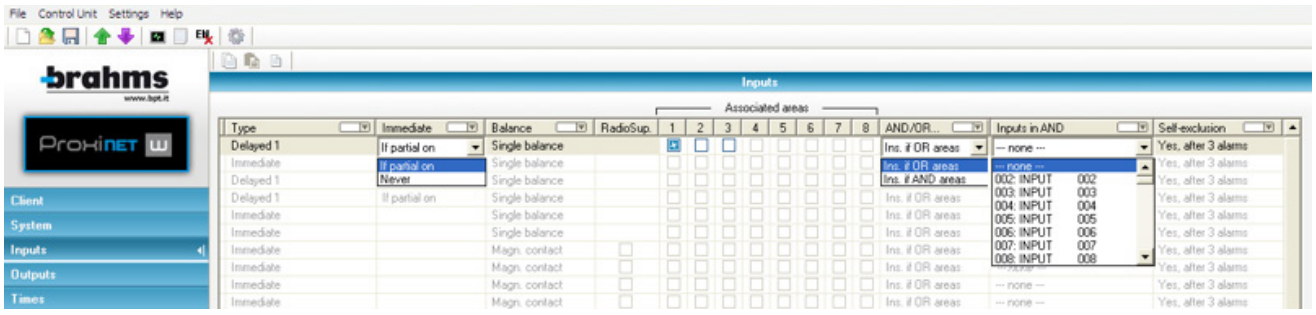
A
[>>>>>>>>>>>>>>>>]
PLAY 01

B
BEGIN TO SPEAK
*=END REC

Voice Recording: F S A
Allows the audio message (about 3 seconds) linked to the selected scenario to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

DESCRIPTION 001
INPUT 001
*

Input description: F S A
Lets you edit the description of the input.



Immediate

Immediate (Default: NEVER)
Parameter visible only if the input is of the delayed type. For managing the delayed input as instantaneous if partialised (i.e. if associated to multiple areas or not all the areas are on).

NEVER Standard setting, the input is always delayed. Example: overhead garage door.

IF PARTIAL ON The input is delayed if all of the associated areas are switched on or if it is partialised (at least one area off and one on).

Example: this parameter is set when it is necessary for the front door to be delayed when the user is not at home; it is instantaneous when he/she is at home (partialised system).
Area 1 = daytime.
Area 2 = night-time.
Area 3: perimeter.
Scenario 1: Going out; Areas ###
Scenario 2: Going to bed; Areas #–#
Front door input: DELAYED 1 type; Immediate IF PARTIAL.ON;
And/or areas: INS. IF AREAS OR; Areas –##.

And/Or areas:

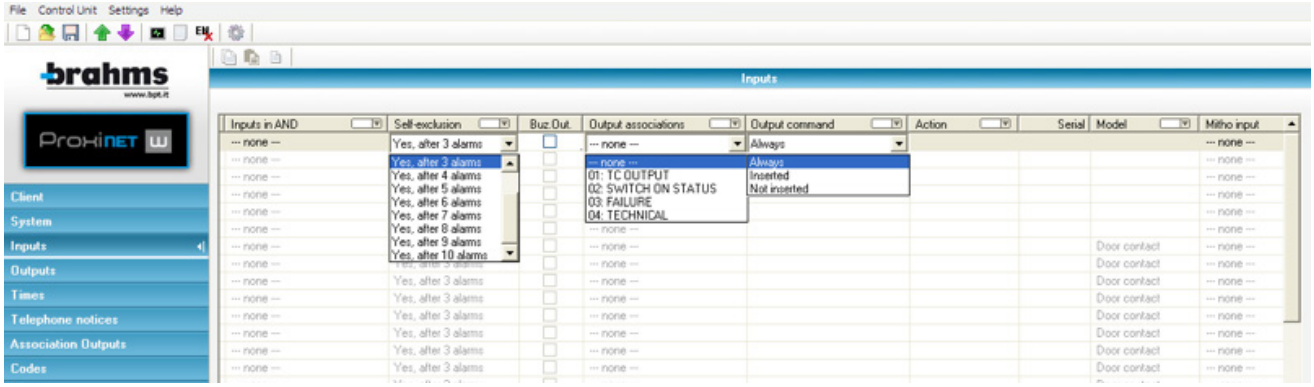
And/or areas (Default: ARM. IF AREAS OR)
If several areas are associated to an input the input's armed/disarmed status, which is given by the on/off status of the associated areas, depends on this parameter:

ARM. IF AREAS OR Input armed if at least one associated area is switched on.
Example: used when you want to manage partialisations along with areas, which share several inputs.

ARM. IF AREAS AND Input armed if all associated areas are switched on.
Example: if there are two apartments that share the same garage, two areas are normally associated to the garage (one for each apartment) and the AND function is set.

And Input

And Input: (Default: NO)
An input which is programmed in AND mode with another input triggers an alarm only if the second input is in alarm state. This parameter is usually used to have a dual consent function to generate the alarm.
Example: two sensors are aimed on the same room and the user wants an alarm to be signalled only when both sensors go into alarm mode.
Input 1: IMMEDIATE type; And input INPUT 2.
Input 2: IMMEDIATE type; And input INPUT 1.



AUTOEXCLUSION

Input autoexclusion (Default: yes, after 3 alarms):
This defines the number of times that the input can go into alarm mode, beyond which the input is automatically excluded. The alarm counter resets and the input is reincluded if at least one associated area switches off.

Example: a classic example is external sensors.
Code 2 = Employee (associated areas = –#)

BUZZER OUTPUT

Buzzer output: (Default: NO)
For choosing whether the input will activate the "buzzer output" or not, or the keypads enabled to ring along with the buzzer output. Always active irrespective of the status of associated areas.

Example bell on door opening: a classic use of this function is that of being able to make the keypad ring after a shop door is opened.
Area 1: indoors.
Area 2: perimeter.
Keypad 1: loosely positioned to make it ring; Associated areas ##––
Front door input: Buzzer output: YES; Associated areas –#––
Buzzer output keypads: #–––
Perimeter area buzzer time 3 seconds.

OUTPUT ASSOCIATION

Output Association: (Default: NO)
Assigns the output to activate if the input is unbalanced. If the output commanded is of the stable type, when the input is unbalanced the output is activated, if the input is balanced the output is deactivated. If the output is of the pulse type, the output is activated and starts timing when the input is unbalanced.
Depending on parameter **OUTPUT CONTROL** managing the output can be linked to the arming/disarming status of the input.

OUTPUT COMMAND

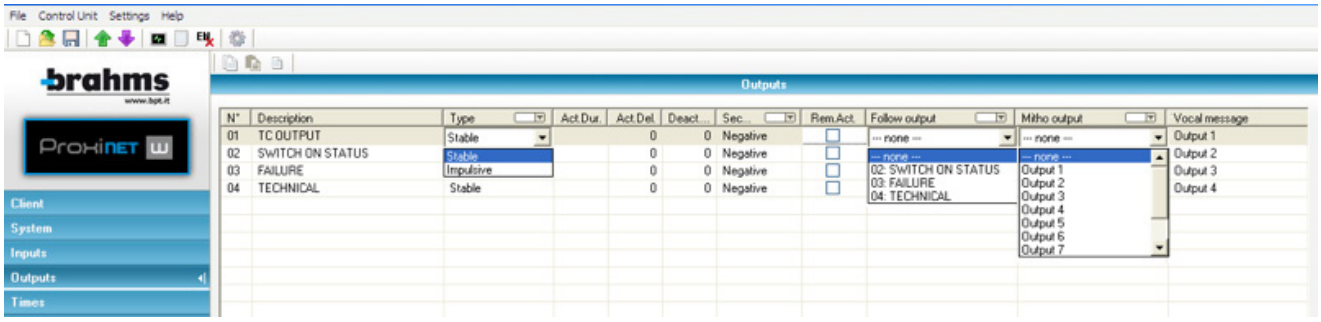
Output command: (Default: ALWAYS)
Depending on this parameter, managing the output can be linked to the armed/disarmed status of the input.

ALWAYS The output is always commanded by the input status. To be more precise: the output is activated if the input is unbalanced and restored if the input is balanced.

ARMED If the input is active, i.e. one or more areas associated to it are armed, the output is controlled by the input's status. To be more precise: the output is activated if the input is unbalanced and restored if the input is balanced.

NOT ARMED If the input is deactivated, i.e.no areas associated to it are armed, the output is controlled by the input's status. To be more precise: the output is activated if the input is unbalanced and restored if the input is balanced.

2.9 Outputs.


File Control Unit Settings Help
brahms
ProxiNET
Client
System
Inputs
Outputs
Times
Outputs
N° Description Type Act.Dur. Act.Del. Deact... Sec... Rem.Act. Follow output Mitho output Vocal message
01 TC OUTPUT Stable 0 0 Negative --- none --- --- none --- Output 1
02 SWITCH ON STATUS Stable 0 0 Negative --- none --- Output 2
03 FAILURE Impulsive 0 0 Negative 02: SWITCH ON STATUS Output 1 Output 3
04 TECHNICAL Stable 0 0 Negative 03: FAILURE Output 2 Output 4
04: TECHNICAL Output 3
Output 4
Output 5
Output 6
Output 7

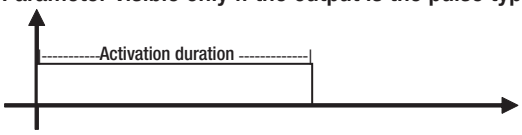
Output description
Lets you edit the description of the output.

Status (Default: STABLE)

STABLE the activity of the output follows the status of the associated event.
Example: the output is activated by the associated input's OPEN condition.

PULSEthe activity of the output is determined by the associated event but only for a certain time, the duration of which can be selected.I

Activation duration: (Default: 0)
Parameter visible only if the output is the pulse type. Duration time of pulse output activation.



Example: you want to open a door lock with a code. If associated to a code a pulse output with an activation time of 3 seconds.

Parameters visible only if the output is the stable type.

Activation delay: (Default: 0)
Delay time between the activation command and the output's activation.

Deactivation delay: (Default: 0)
Delay time between the deactivation command and the output's deactivation.

Example: you want to view the on/off status of the system via an output. In the Output Association menu assign the switching on status of the areas to an output programmed as stable and with zero second delays on activation and deactivation.

Security: (Default: NEGATIVE)

NEGATIVE The output is normally deactivated and is activated when it is commanded.
Example: by connecting a relay to an open collector output with NEGATIVE SECURITY, the relay will normally be de-energised and will energise only when the output is activated.

POSITIVE The output is normally active and is deactivated when it is commanded.
Example: by connecting a relay to an open collector output with POSITIVE SECURITY, the relay will normally be energised and will de-energise only when the output is activated.

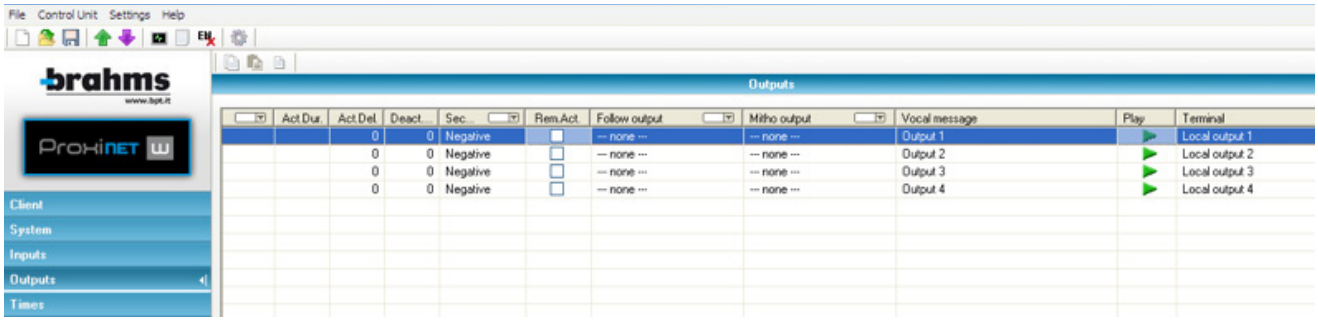
Security: (Default: NEGATIVE)

NEGATIVE The output is normally deactivated and is activated when it is commanded.
Example: by connecting a relay to an open collector output with NEGATIVE SECURITY, the relay will normally be de-energised and will energise only when the output is activated.

POSITIVE The output is normally active and is deactivated when it is commanded.
Example: by connecting a relay to an open collector output with POSITIVE SECURITY, the relay will normally be energised and will de-energise only when the output is activated.

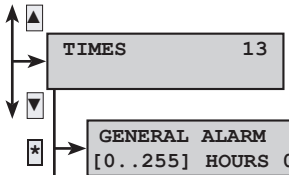
Remote activation: (Default: NO)
If activated (YES) it lets you remotely activate the output via voice guide or SMS or ...
Example: you want to activate a pulse-type output via SMS to send a start command to heating.
Code 1: password 123456; remote control YES.
Output 2: PULSE type: remote activation YES.
Phone options: remote control by SMS YES,
SMS to be sent: activate heating.CRSMS.123456.6002.

Slave output: (Default: NO)
Enables the activation status of the output as a function to be tied to that of another output.
Example: you want to have two outputs on the general alarm bus.
Output 10: STABLE type
Output 21: STABLE type; follow output OUTPUT 10.
In the Outputs Association menu, assign general alarm status of the areas to OUTPUT 10.


File Control Unit Settings Help
brahms
ProxiNET W
Client
System
Inputs
Outputs
Times
Outputs
Act.Dur. Act.Del. Deact. Sec. Rem.Act. Follow output Mitho output Vocal message Play Terminal
0 0 Negative --- none --- --- none --- Output 1 Local output 1
0 0 Negative --- none --- --- none --- Output 2 Local output 2
0 0 Negative --- none --- --- none --- Output 3 Local output 3
0 0 Negative --- none --- --- none --- Output 4 Local output 4

Voice Message
Allows the audio message (about 3 seconds) linked to the selected scenario (TERMINAL) to be customised.
Write the message in 'VOICE MESSAGE' and press PLAY to hear the message just recorded.

2.10 Times



General alarm time: (Default: 090) F S A
During the GENERAL ALARM TIME, the GENERAL ALARM RELAY is active.
The condition of general alarm is determined by the activations of the inputs.

Sabotage time: (Default: 090) F S A
Alarm time associated to 24-hour inputs or to tamper/tempering alarms.

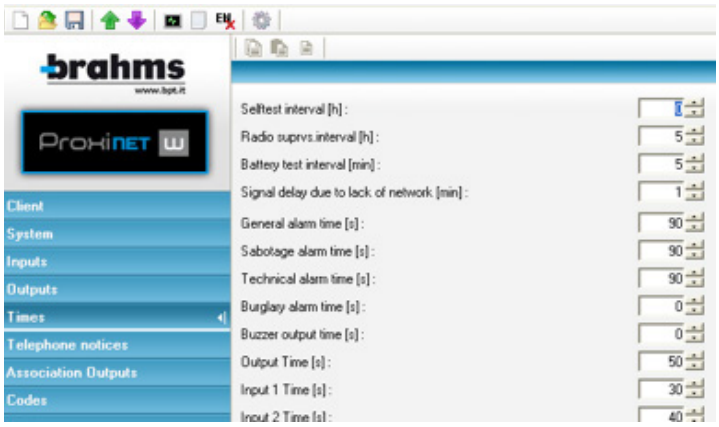
Technical alarm time: (Default: 090) F S A
Alarm time associated to technical type inputs.

Burglary alarm time: (Default: 000) F S A
Alarm time associated to burglary type inputs.

Buzzer output time: (Default: 000) F S A
The BUZZER ALARM condition is determined by activations of the inputs which have their "Buzzer Output" property set to ON.

Output time: (Default: 050) F S A
During the OUTPUT TIME the control unit checks the state of the inputs and signals if any are open. This warning is displayed visually on keypads and on plug LEDs and is sounded on keypad buzzers.

Input time 1 and 2: (Default 1: 030) (Default 2: 040) F S A
When the system is armed, unbalancing of a DELAYED 1 or 2 type input activates the respective INPUT TIME counter. During the INPUT TIME, the control unit does not trigger the alarm if PATH or DELAYED type inputs are unbalanced.
At the end of the INPUT TIME, if the system is not DISARMED, a GENERAL ALARM is triggered.
⚠ setting a time longer than 45 seconds voids the reference standard.



Selftest Interval

Selftest interval: (Default: 0)
This sets after how many hours the control unit must automatically carry out an autotest of operation. The first autotest after starting up the control unit is done after the time set as the SELFTEST INTERVAL. If the value is set at 0, the autotest is not carried out.
Example: this function is generally used by security as system survival.
Telephone 15: security firm number; format CONTACT-ID; system code XXXX.
Selftest interval 24 hours.
By telephone notifications: telephones for autotest notification ——————#–.

Radio supervision interval

Radio supervision interval hours: (Default: 5)
This sets what period of not receiving the autotest, from one or more radio devices, is considered an anomaly. Not receiving it triggers a technical alarm.

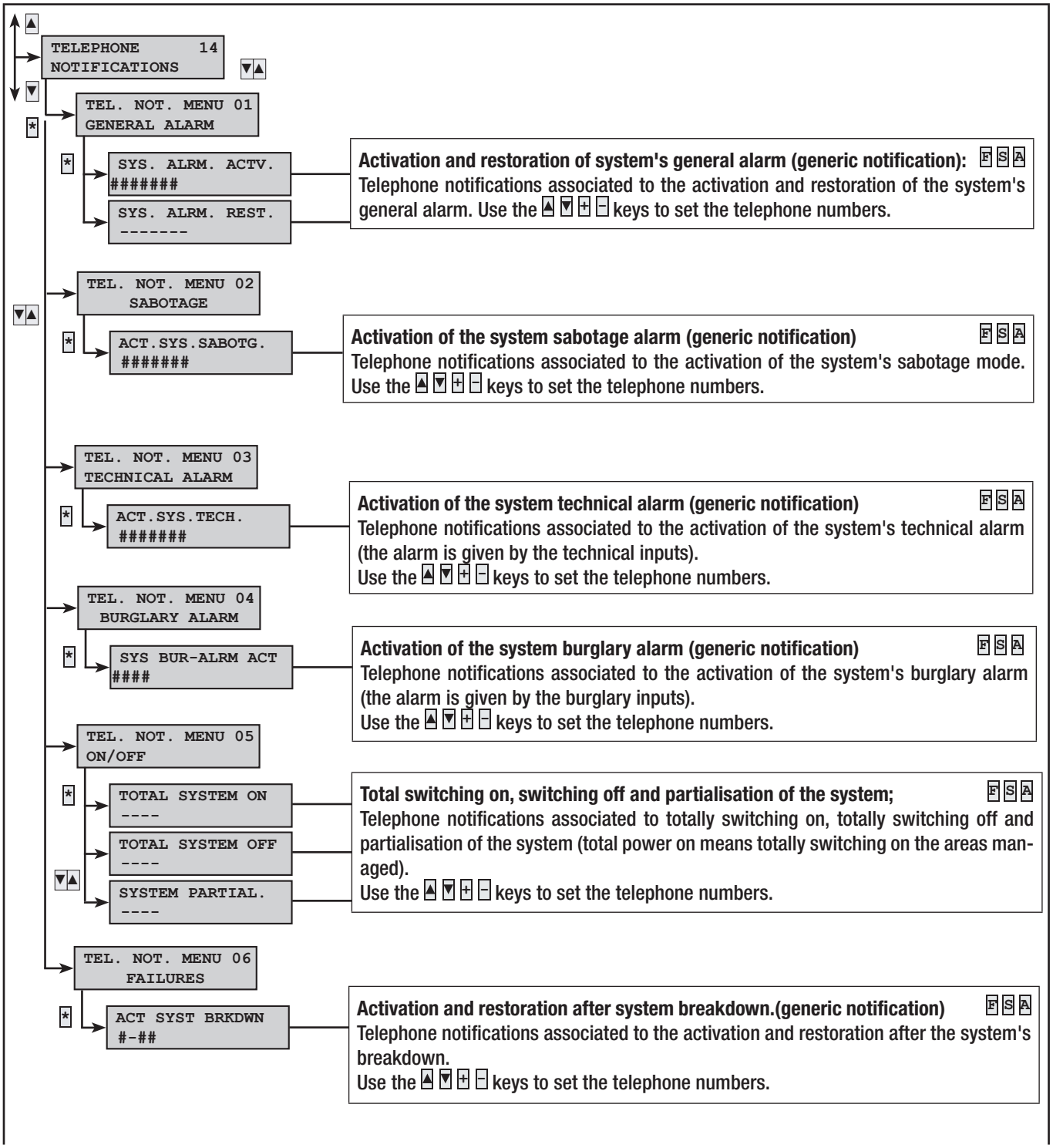
Notification delay through lack of network

Missing network notification delay minutes: (Default:1)
This determines every how often the LACK of ELECTRIC POWER is considered an anomaly. The NETWORK MISSING event is entered into the events log. In the event of a power outage, the breakdown LED stays permanently on.

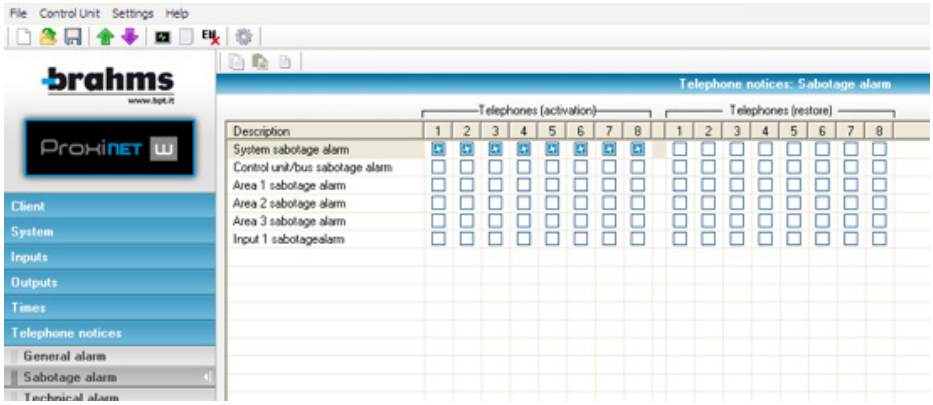
Battery test interval

Battery test interval minutes: (Default: 5)
It determines every how many minutes the control unit should automatically carry out a DYNAMIC TEST OF THE BATTERY. If the value is set at 0 the test is disabled. In the event of a battery fault, the breakdown LED flashes and continues to flash until the next test; it is also possible to associate an output or a remote communication.
N.B.: the breakdown status remains active until the next "BATTERY TEST". To remove the breakdown status after replacing the battery, do a manual "BATTERY TEST" by accessing the technical menu.

2.11 Telephone notifications

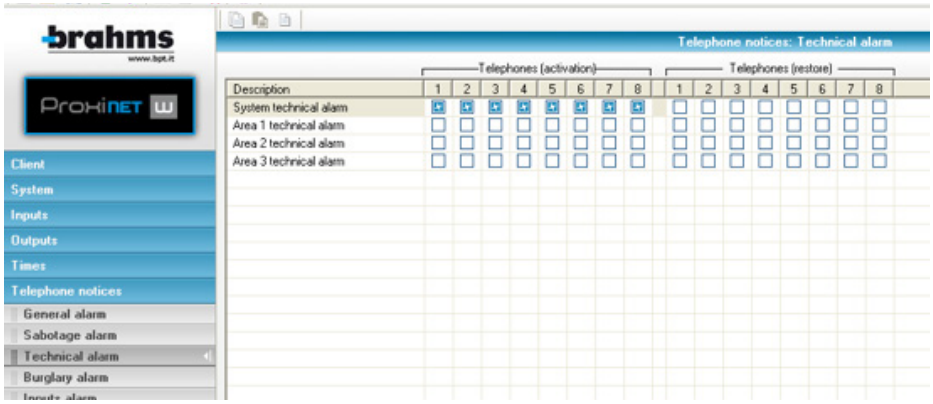

TELEPHONE NOTIFICATIONS 14
TEL. NOT. MENU 01 GENERAL ALARM
SYS. ALRM. ACTV. #######
SYS. ALRM. REST. -------
Activation and restoration of system's general alarm (generic notification): F S A
Telephone notifications associated to the activation and restoration of the system's general alarm. Use the ▲ ▼ + − keys to set the telephone numbers.
TEL. NOT. MENU 02 SABOTAGE
ACT.SYS.SABOTG. #######
Activation of the system sabotage alarm (generic notification) F S A
Telephone notifications associated to the activation of the system's sabotage mode. Use the ▲ ▼ + − keys to set the telephone numbers.
TEL. NOT. MENU 03 TECHNICAL ALARM
ACT.SYS.TECH. #######
Activation of the system technical alarm (generic notification) F S A
Telephone notifications associated to the activation of the system's technical alarm (the alarm is given by the technical inputs).
Use the ▲ ▼ + − keys to set the telephone numbers.
TEL. NOT. MENU 04 BURGLARY ALARM
SYS BUR-ALRM ACT ####
Activation of the system burglary alarm (generic notification) F S A
Telephone notifications associated to the activation of the system's burglary alarm (the alarm is given by the burglary inputs).
Use the ▲ ▼ + − keys to set the telephone numbers.
TEL. NOT. MENU 05 ON/OFF
TOTAL SYSTEM ON ----
TOTAL SYSTEM OFF ----
SYSTEM PARTIAL. ----
Total switching on, switching off and partialisation of the system; F S A
Telephone notifications associated to totally switching on, totally switching off and partialisation of the system (total power on means totally switching on the areas managed).
Use the ▲ ▼ + − keys to set the telephone numbers.
TEL. NOT. MENU 06 FAILURES
ACT SYST BRKDWN #-##
Activation and restoration after system breakdown.(generic notification) F S A
Telephone notifications associated to the activation and restoration after the system's breakdown.
Use the ▲ ▼ + − keys to set the telephone numbers.

Activation and restoring of the system sabotage alarm (generic notification)



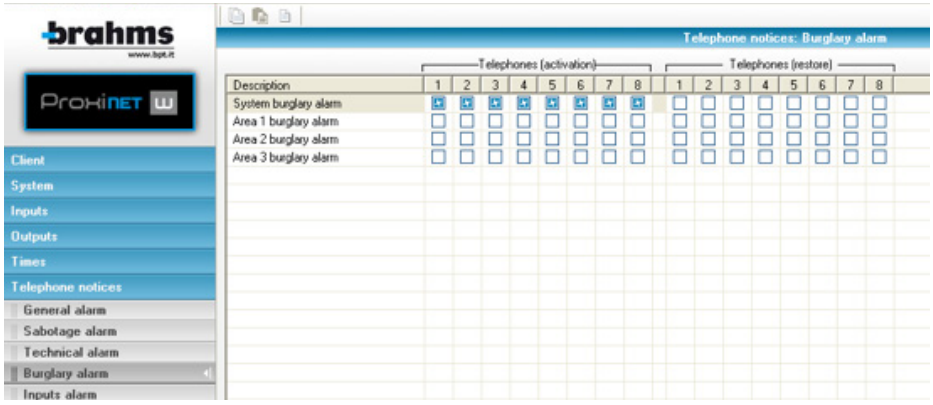
Telephone notifications associated to the activation and restoration of the system's sabotage mode.

Activation and restoration of the system technical alarm (generic notification)



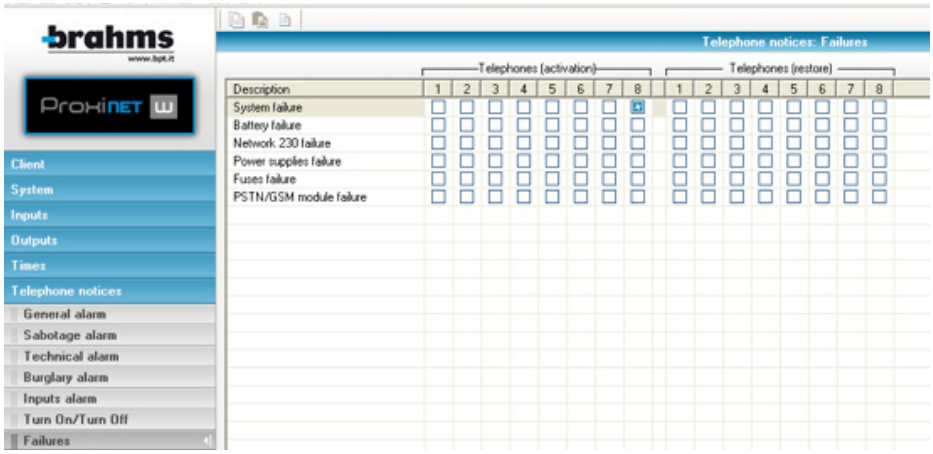
Telephone notifications associated to the activation and restoration of the system's technical alarm (the alarm is given by the technical inputs).

Activation and restoration of the system sabotage alarm (generic notification)



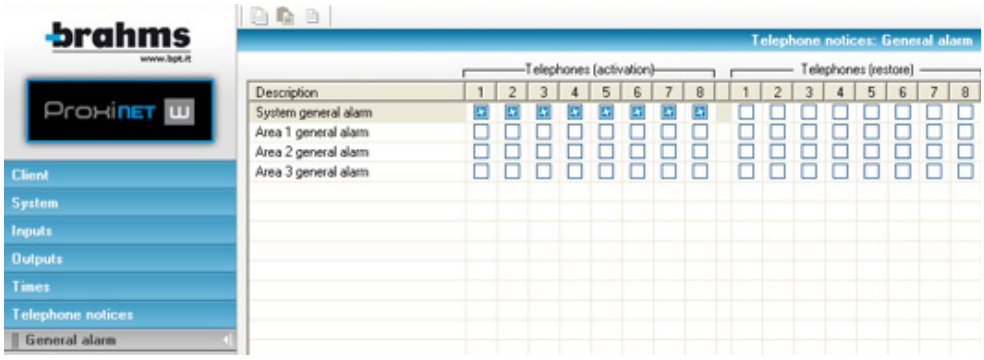
Telephone notifications associated to the activation and restoration of the system's burglary alarm (the alarm is given by the burglary inputs).

Activation and restoration after system breakdown.(generic notification)



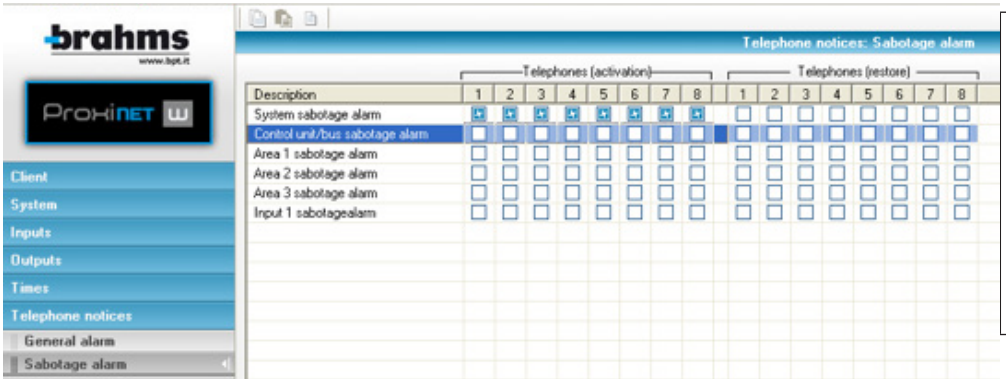
Telephone notifications associated to the activation and restoration after the system's breakdown.

Activation and restoration of individual areas' general alarm



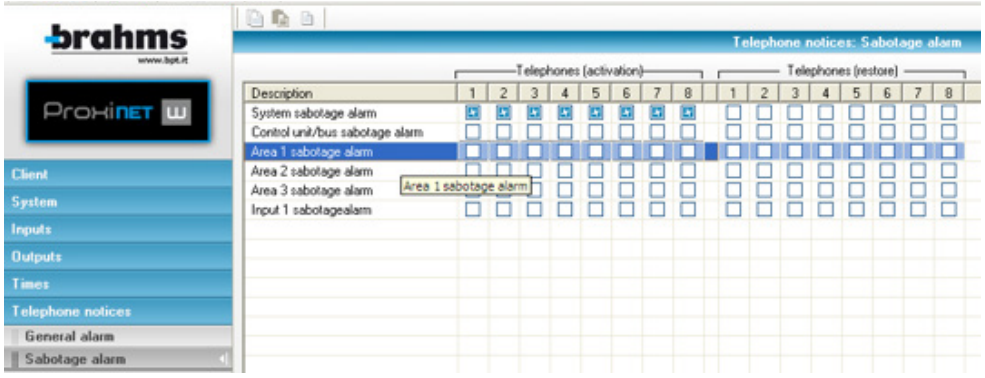
Telephone notifications associated to the activation and restoration of the individual areas' general alarm .

Activation and restoration of the control unit's sabotage alarm and bus peripherals



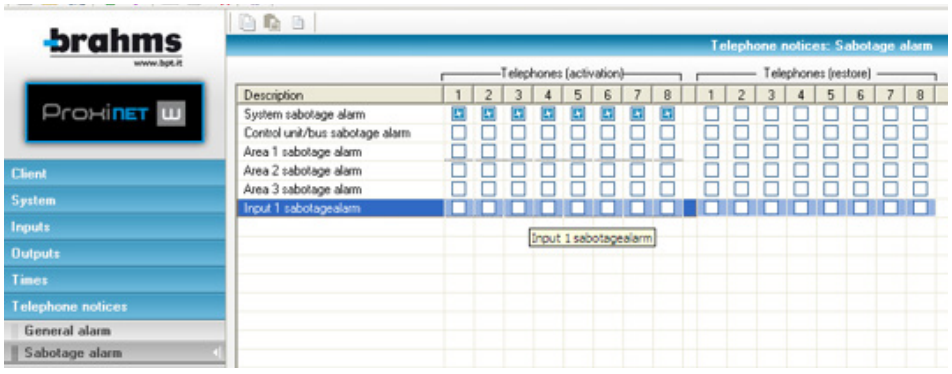
Telephone notifications associated to the activation and restoration of the control unit's sabotage alarm (tamper/tampering) and of the peripherals (tamper modules, no communication with peripherals,...).

Activation and restoration of individual areas' sabotage alarm



Telephone notifications associated to the activation and restoration of the individual areas' sabotage alarm (the alarm is given by the inputs associated to the areas).

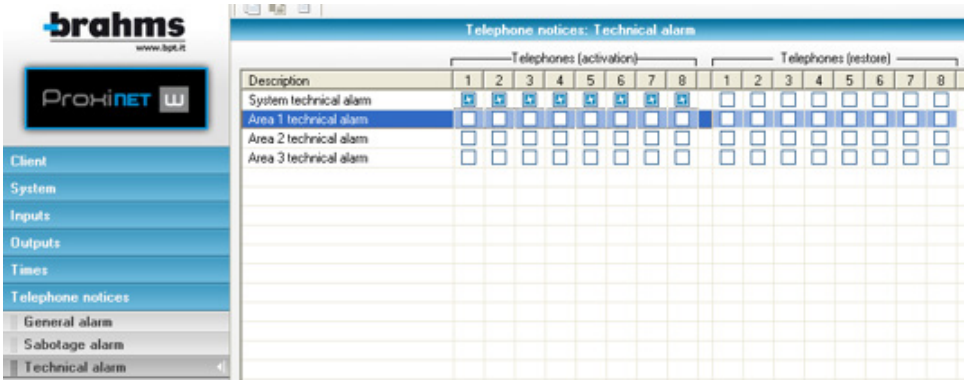
Activation and restoration of individual inputs' sabotage alarm



Telephone notifications associated to the activation and restoration of the individual inputs' sabotage alarm (tamper and 24-hour inputs).

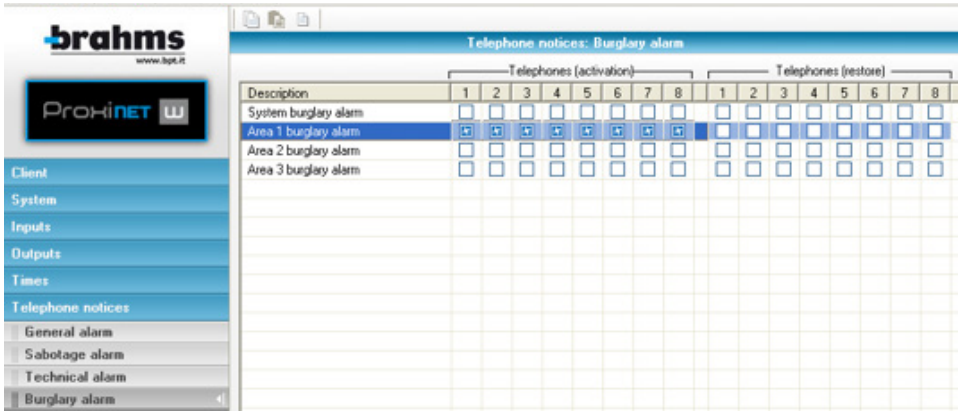
- The data and information shown in this manual are to be considered as subject to change at any time and without the need for any advance warning on the part of BRAHMS

Activation and restoration of individual areas' technical alarm



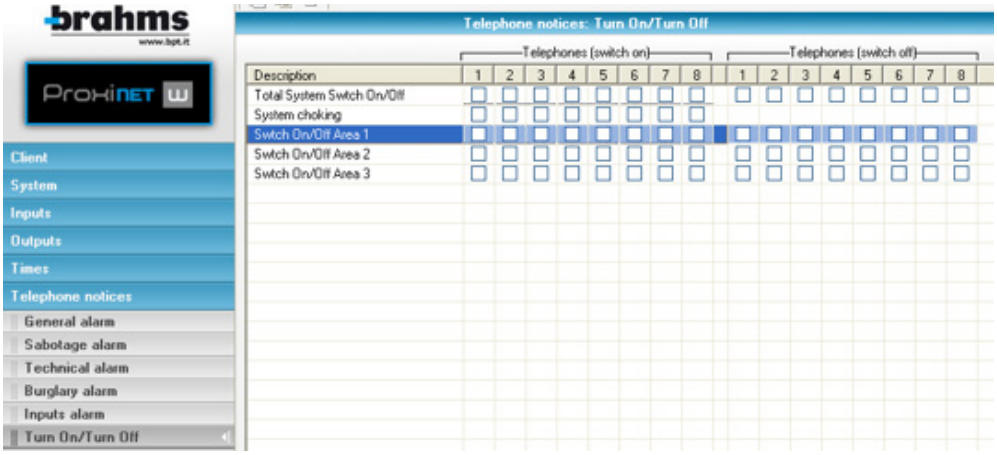
Telephone notifications associated to the activation and restoration of the individual areas' technical alarm (the alarm is given by the technical inputs associated to the areas).

Activation and restoration of individual areas' burglary alarm



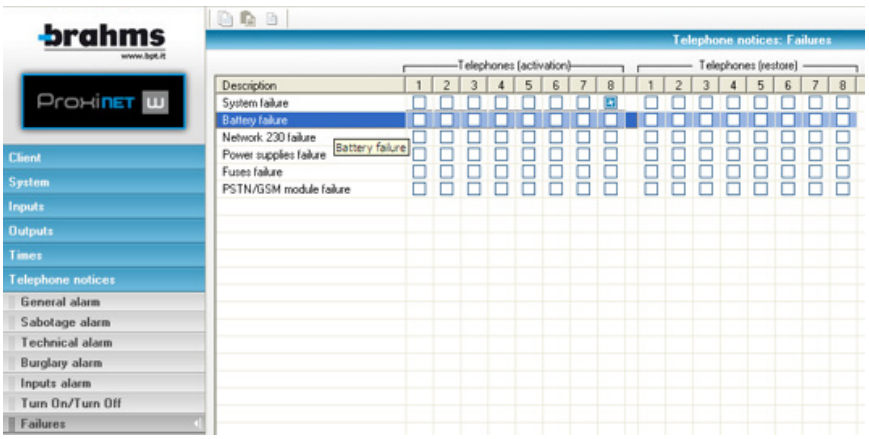
Telephone notifications associated to the activation and restoration of the individual areas' burglary alarm (the alarm is given by the burglary inputs associated to the areas).

Switching individual areas on and off



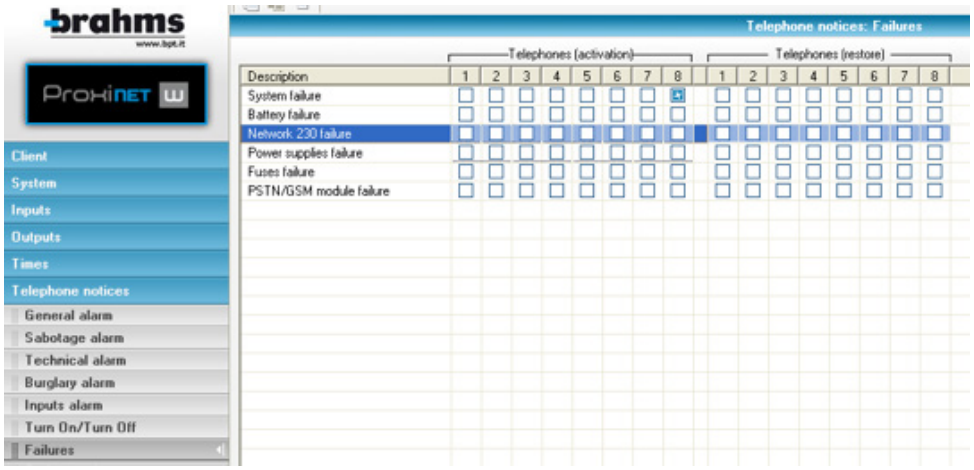
Telephone notifications associated to switching on and off individual areas.

Activation and restoration after battery breakdown



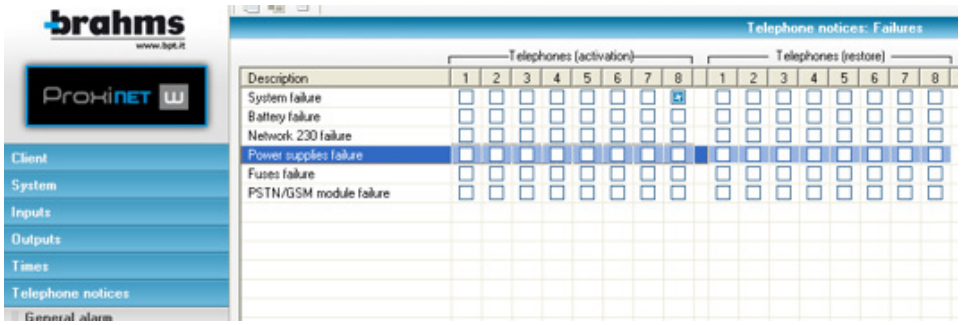
Telephone notifications associated to the activation and restoration after the system's breakdown.

Activation and restoration of 230 Vac power supply breakdown



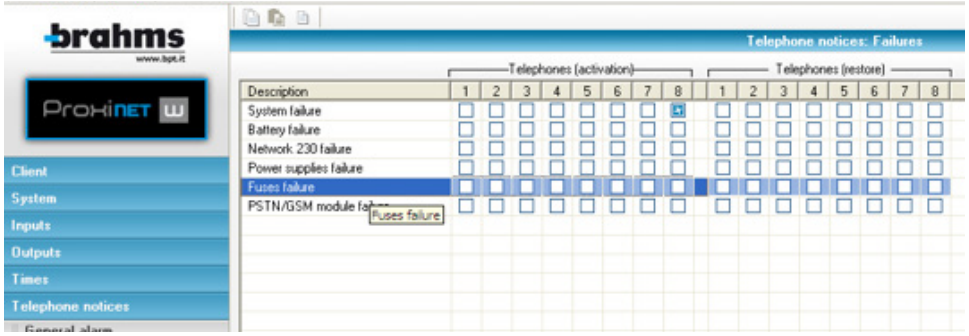
Telephone notifications associated to the the absence and restoration of the control unit's power supply (230 Vac).

Activation and restoration after battery breakdown



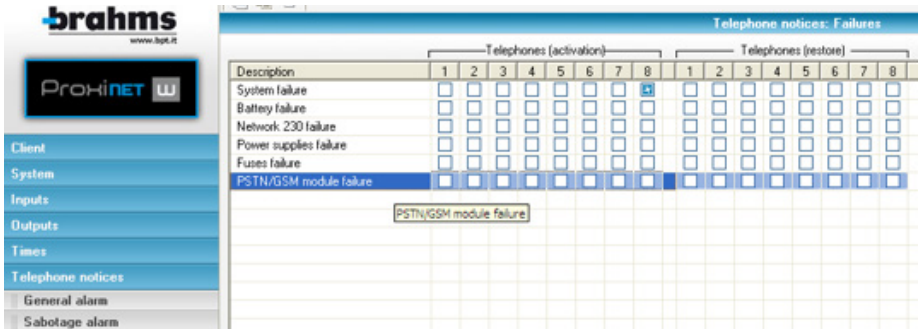
Telephone notifications associated to the activation and restoration after the system's breakdown.

Activation and restoration after battery breakdown



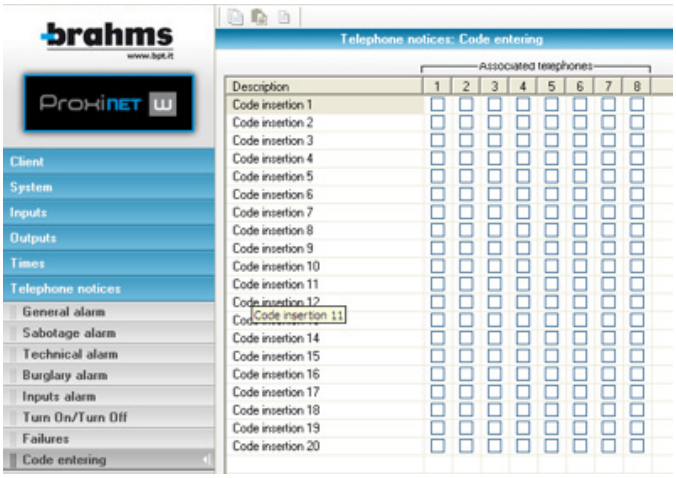
Telephone notifications associated to the activation and restoration after breakdowns with fuses in the control unit and the peripherals.

Activation and restoration after PSTN and GSM breakdown



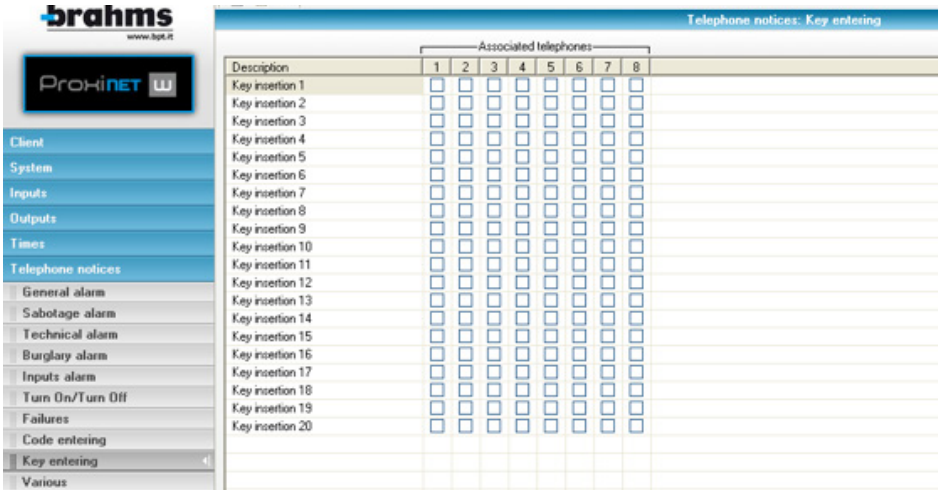
Telephone notifications associated to the activation and restoration after breakdown of the PSTN and GSM lines (PSTN line down, unsuccessful SIM registration, ...)

Code entering



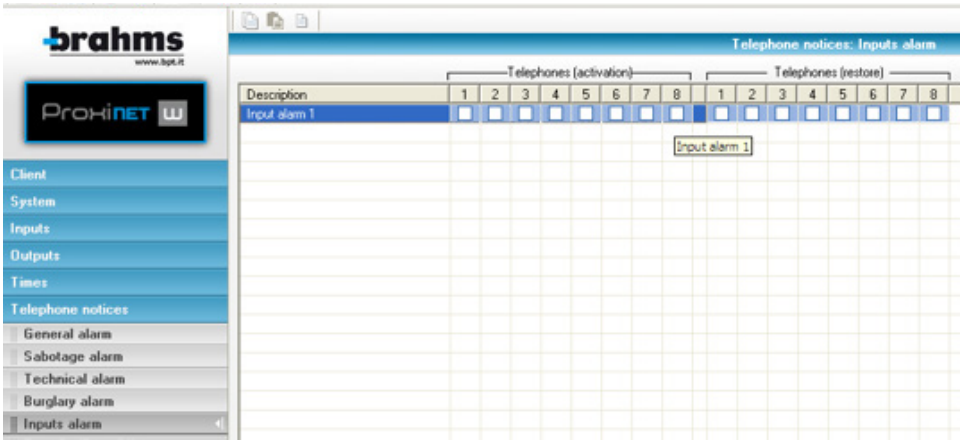
Telephone notifications associated to entering the code only from keypad.

Key entering



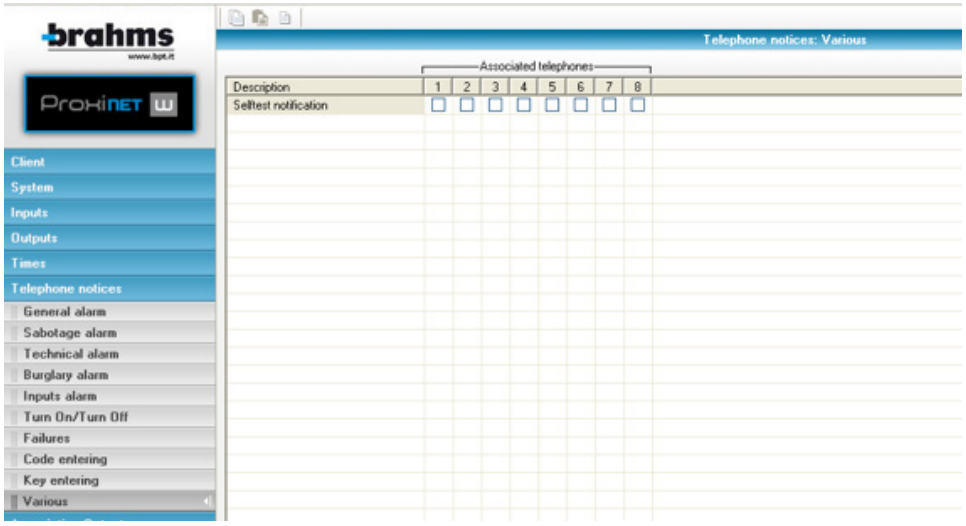
Telephone notifications associated to entering the key in the plug.

Activation and restoration of individual inputs' generic alarm



Telephone notifications associated to the activation and restoration of the individual inputs' generic alarm .

Autotest Notifications

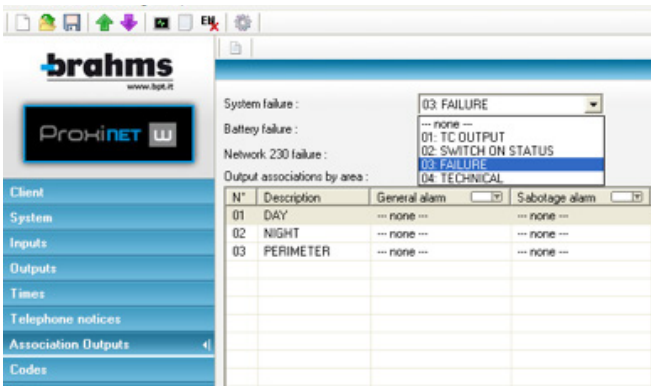


Telephone notifications associated to the system's autotest for system's "I'm alive" notification.

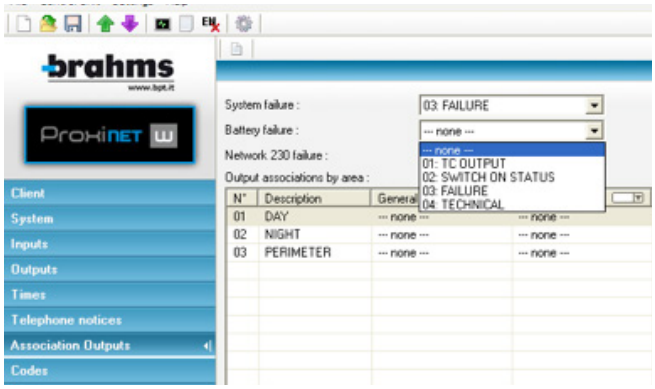
2.12 Associating outputs

Associating the same output to several events or several areas (breakdowns, alarms,...) gives the output the OR function.

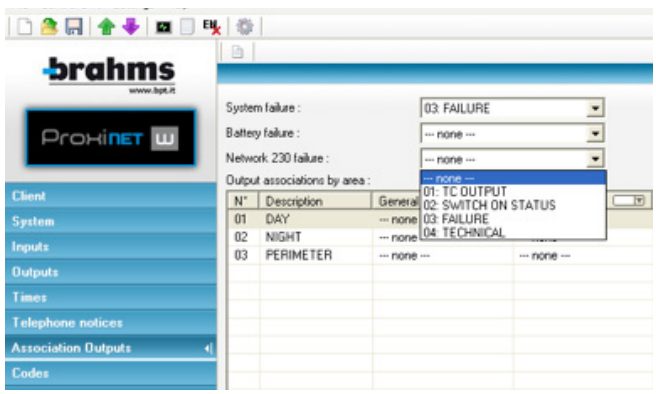
Example: if the general alarm status of all the areas is associated to the same stable output, the output will be activated when at least one area is in alarm mode.



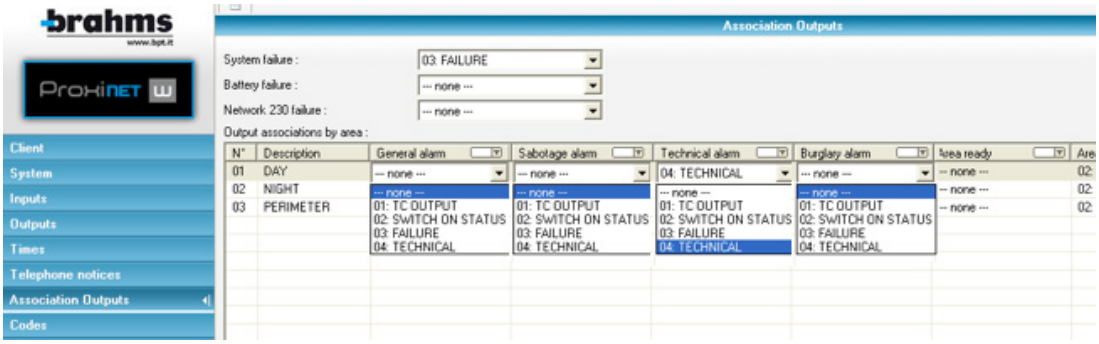
System breakdown output (generic breakdown notification) (Default: OUTPUT 03)
For selecting the output to associate to the system breakdown status.



Battery breakdown output: (Default: NO)
For selecting the output to associate to the battery's fault status (control unit).



Missing 230 Vac line output: (Default: NO)
For selecting the output to associate to the lack of 230 Vac power supply (control unit).

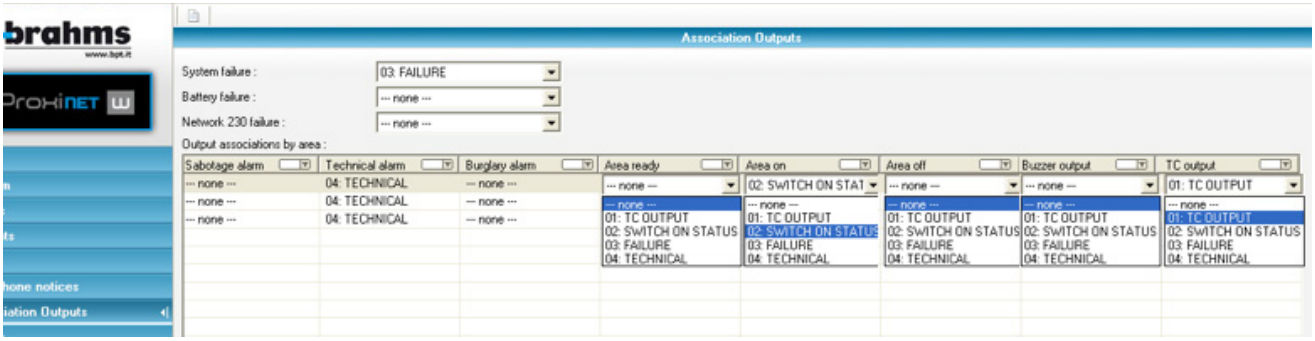


Area general alarm output: (Default: NO)
For selecting the output to associate to the individual area's general alarm.

Area sabotage alarm output: (Default: NO)
For selecting the output to associate to the individual area's sabotage alarm (tamper inputs and 24-hour inputs).

Area technical alarm output: (Default: OUTPUT 04)
For selecting the output to associate to the individual area's technical alarm (technical inputs).

Area burglary alarm output: (Default: NO)
For selecting the output to associate to the individual area's burglary alarm (burglary inputs).



Area output ready: (Default: NO)
For selecting the output to associate to the ready status of the individual area (an area is ready when it has no associated input open).

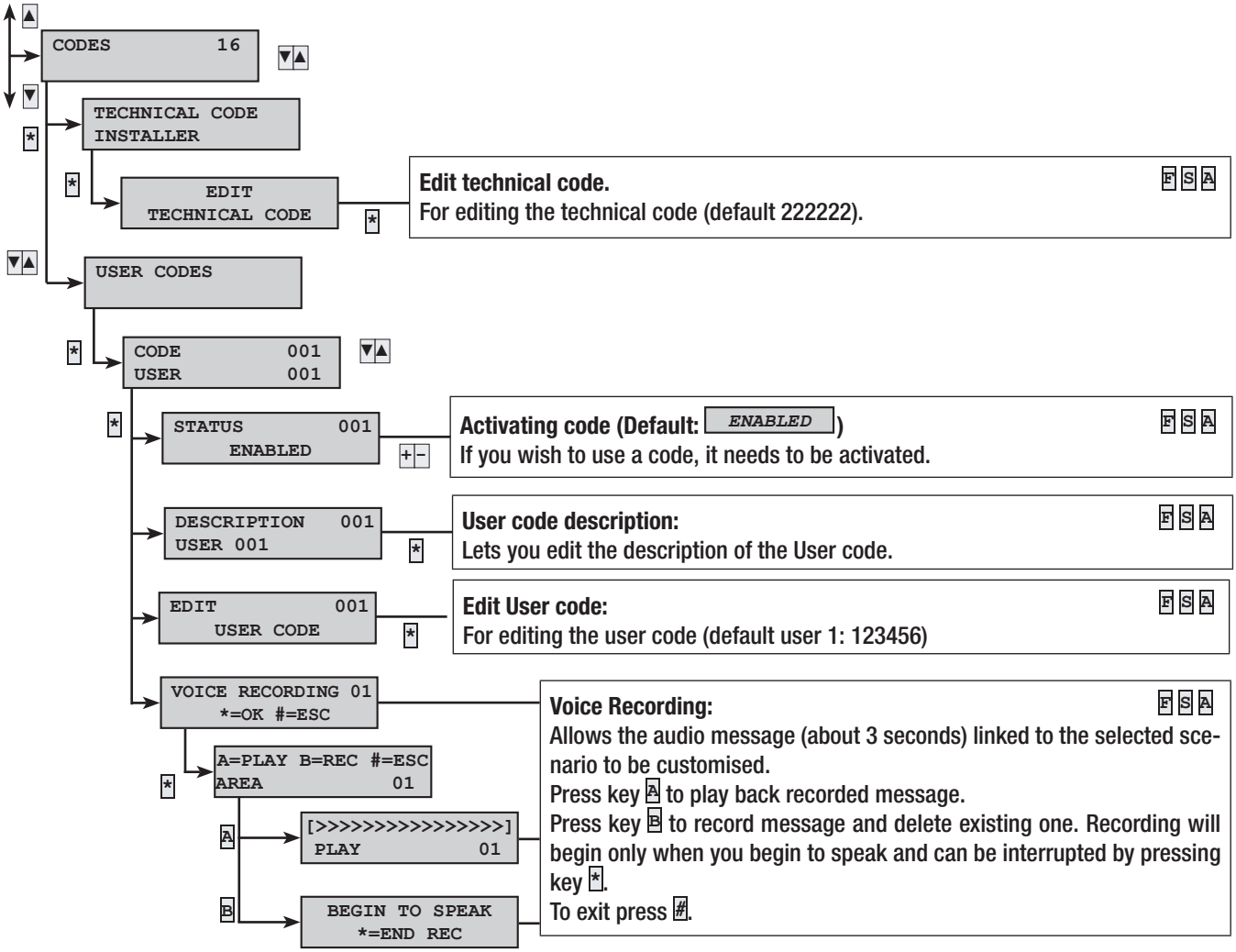
Area output on: (Default: OUTPUT 02)
For selecting the output to associate to the individual area's switch on status.

Area output off: (Default: OUTPUT 00)
For selecting the output to associate to the individual area's switch off status.

Area buzzer output: (Default: NO)
For selecting the output to associate to the "buzzer input" status of the individual area (the buzzer function can be associated to an area).

Area TC output: (Default: OUTPUT 01)
For selecting the output to associate to the individual area's TC status.
The TC output is to block the sensors when the system is disarmed. It works as follows (example for control unit no. 1 which when ON yields 13.8 Vdc):
- with area switched off it runs at 13.8V;
- the input is open with area on and during the output time.

2.13 Codes



Edit technical code. F S A
For editing the technical code (default 222222).

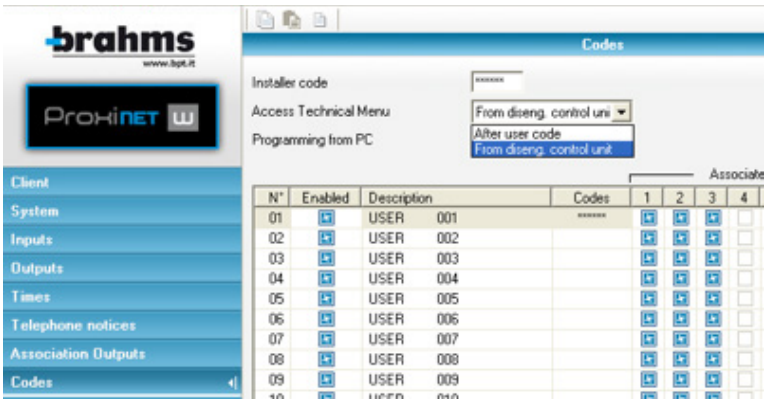
Activating code (Default: *ENABLED*) F S A
If you wish to use a code, it needs to be activated.

User code description: F S A
Lets you edit the description of the User code.

Edit User code: F S A
For editing the user code (default user 1: 123456)

Voice Recording: F S A
Allows the audio message (about 3 seconds) linked to the selected scenario to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

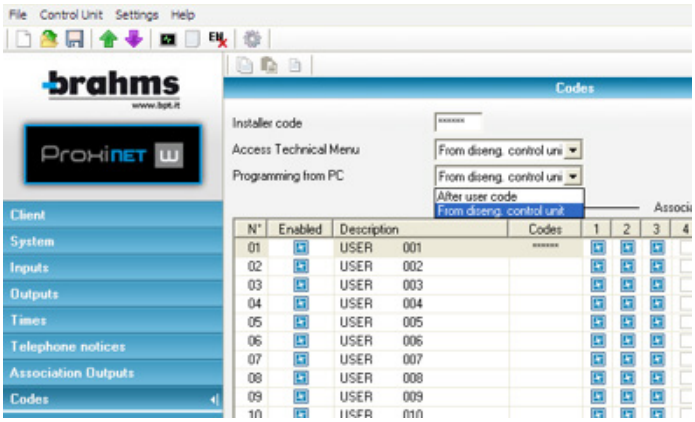
Accessing technical menu



FROM CONTROL UNIT OFF (Default)
Access to the technical menu is only allowed when the control unit is completely off (no area on).

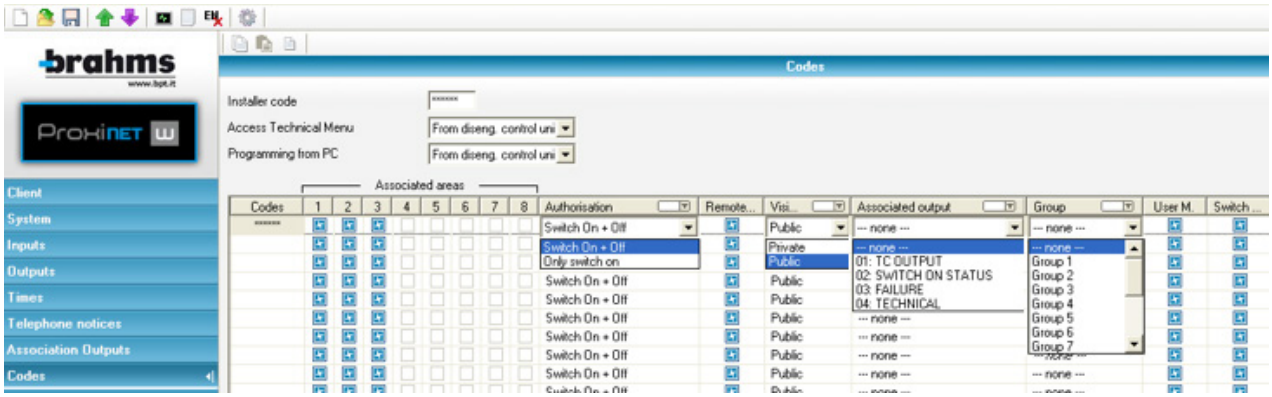
AFTER USER CODE
Access to the technical menu is only allowed when the control unit is completely off (no area on) and the User code has been entered.

Enabling control unit programming from PC



FROM CONTROL UNIT OFF (Default)
Programming the control unit from PC is only allowed when the control unit is completely off (no area on).

AFTER USER CODE
Programming the control unit from PC is only allowed when the control unit is completely off (no area on) and the User code has been entered.



Associated Areas

Areas associated with the code: (Default: 3 Areas)
Allows the assignment of the User code areas of competence.

Authorisation

User code authorisation: (Default: ON+OFF)
SWITCH ON+OFF The code is activated to switch on and off the areas assigned to it.
ONLY SWITCH ON The code is only authorised to switch on the areas associated to it.
Example: used when you wish to assign the cleaning firm only the switching on code.

Remote control

Activating remote control: (Default: ENABLED)
Enables User to remotely access the system to manage it by SMS or voice guide.

Visibility

User code visibility: (Default: PUBLIC)
Setting a User code to public mode allows other codes, that are activated to access the “manage other codes” in the user menu, to edit/activate said code.
Example: for systems in small businesses the business owner’s code is usually set as private so that it is hidden from those of the employees.

Associated Output

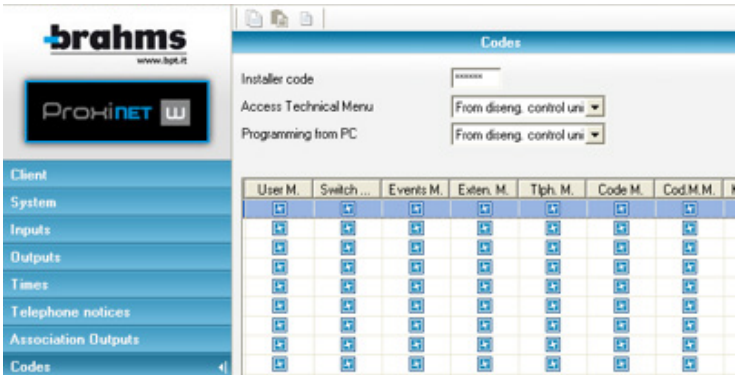
Associating output: (Default: NO)
For associating a pulse-type output when entering the User code on the keypad.
Example: used to act on a lock through entering a code.

Group

Code group; (Default: NO)
Allows the association of codes with a group, so they can be managed simultaneously. The operation of this group can be enabled/disabled by the timer.

Enabling user menu

Activating User Menu: (Default: ENABLED)
For accessing the user menu with a code.



Activate user menu heading Switching on

ENABLED (Default)
With the code you can access the Switching on heading of the user menu.

Activate user menu heading Events

ENABLED (Default)
With the code you can access the Events heading of the user menu.

Activate user menu heading Extension

ENABLED (Default)
With the code you can access the Extension heading of the user menu.

Activate user menu heading Telephones

ENABLED (Default)
With the code you can access the Telephones heading of the user menu.

Activate user menu heading Code

ENABLED (Default)
With the code you can access the Code heading of the user menu.

Activate user menu heading Manage Codes

ENABLED (Default)
With the code you can access the Manage Codes heading of the user menu.

Activate user menu heading Manage Keys

ENABLED (Default)
With the code you can access the Manage Keys heading of the user menu.

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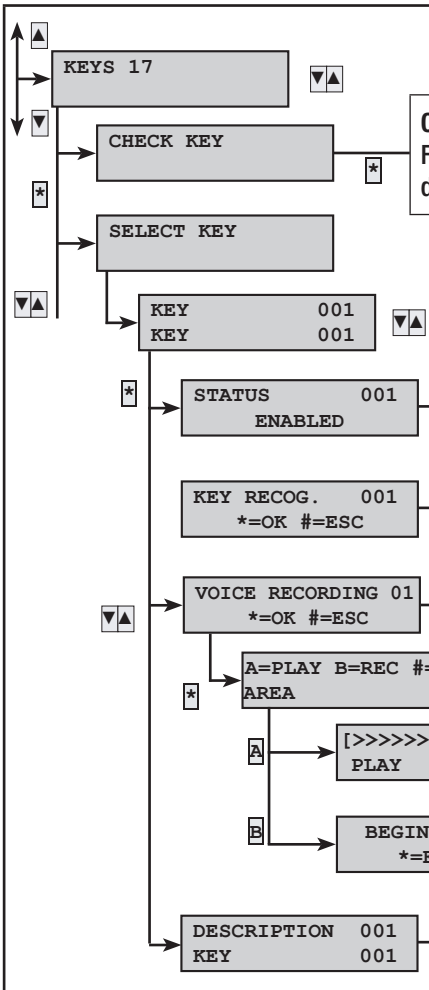
2.14 Keys



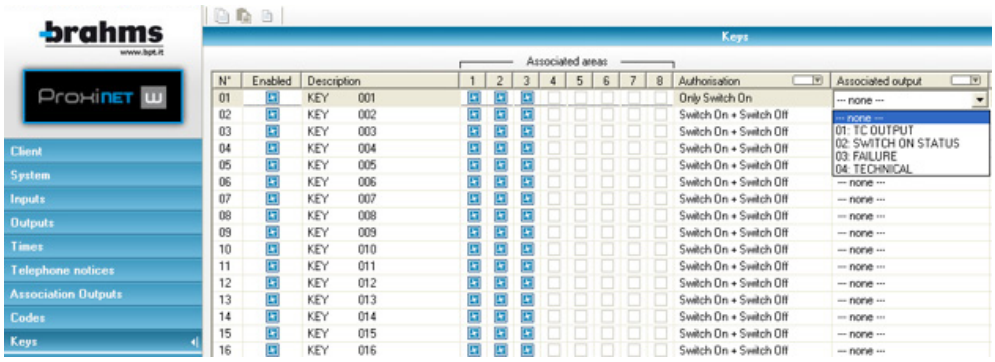
Check key: F S A
For checking if a key is entered in the database and if is is, the index and description are displayed.

Activating keys: (Default: *ENABLED*) F S A
If you wish to use a key, it needs to be enabled.

Key recognition: F S A
Lets a key be recognised and associated.

Voice Recording: F S A
Allows the audio message (about 3 seconds) linked to the selected scenario to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

Key description: F S A
Lets you edit the description of the key.


brahms
ProxiNET
Client
System
Inputs
Outputs
Times
Telephone notices
Association Outputs
Codes
Keys
Keys
Associated areas
N° Enabled Description 1 2 3 4 5 6 7 8 Authorisation Associated output
01 KEY 001 Only Switch On -- none --
02 KEY 002 Switch On + Switch Off
03 KEY 003 Switch On + Switch Off
04 KEY 004 Switch On + Switch Off
05 KEY 005 Switch On + Switch Off
06 KEY 006 Switch On + Switch Off
07 KEY 007 Switch On + Switch Off
08 KEY 008 Switch On + Switch Off
09 KEY 009 Switch On + Switch Off
10 KEY 010 Switch On + Switch Off
11 KEY 011 Switch On + Switch Off
12 KEY 012 Switch On + Switch Off
13 KEY 013 Switch On + Switch Off
14 KEY 014 Switch On + Switch Off
15 KEY 015 Switch On + Switch Off
16 KEY 016 Switch On + Switch Off
-- none --
01: TC OUTPUT
02: SWITCH ON STATUS
03: FAILURE
04: TECHNICAL

Associated areas

Areas associated to the key: (Default: 3 Areas)
Allows the assignment of areas of competence to the key.

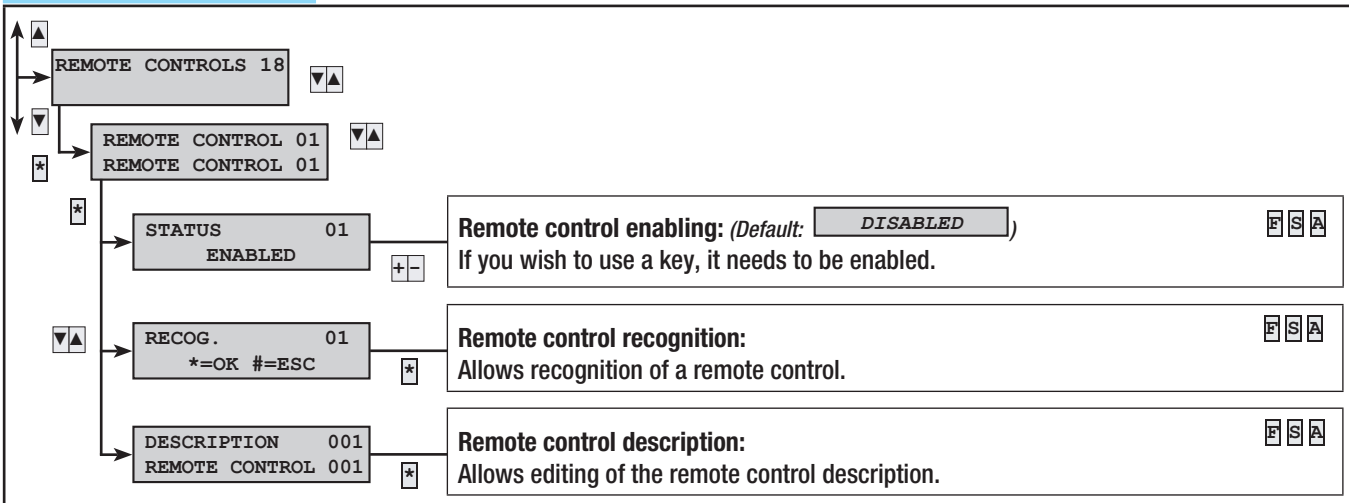
Authorisation

SWITCH ON+OFF (Default)
SWITCH ON+OFF The key is activated to switch on and off the areas associated to it .
ONLY SWITCH ON The key is only authorised to switch on the areas associated to it.
Example: used when you wish to assign the cleaning firm only a switching on key.

Associated output

NO (Default)
For associating a pulse-type output to the entering of a key in a plug.
Example: used to act on a lock through a key.

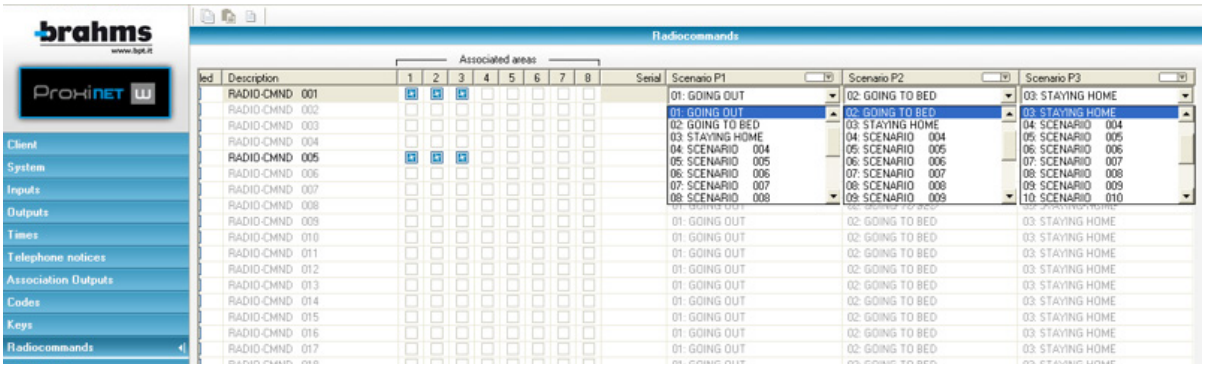
2.15 Remote controls



Remote control enabling: *(Default:* DISABLED *)* F S A
If you wish to use a key, it needs to be enabled.

Remote control recognition: F S A
Allows recognition of a remote control.

Remote control description: F S A
Allows editing of the remote control description.



Associated areas

Areas associated with the remote control: (Default: 3 Areas)
Allows the assignment of the remote control areas of competence. Use the number keys to set the areas to be associated.

Scenarios

Scenarios: (Default: P1 going out; P2 going to bed; P3 staying home)
Associates scenarios with remote control keys.
Example: there is a home and the owner wishes to manage three areas (daytime, night-time and perimeter) using two activations: total, perimeter only.
Area 1 = DAYTIME
Area 2 = NIGHT-TIME
Area 3 = PERIMETER
Scenario 1 = GOING OUT (ON+OFF EXACT; areas = 3)
Scenario 2 = STAYING HOME (ON+OFF EXACT; areas = 1)
Remote control 1 = associated areas = 3; scenario A = GOING OUT; scenario B = STAYING HOME

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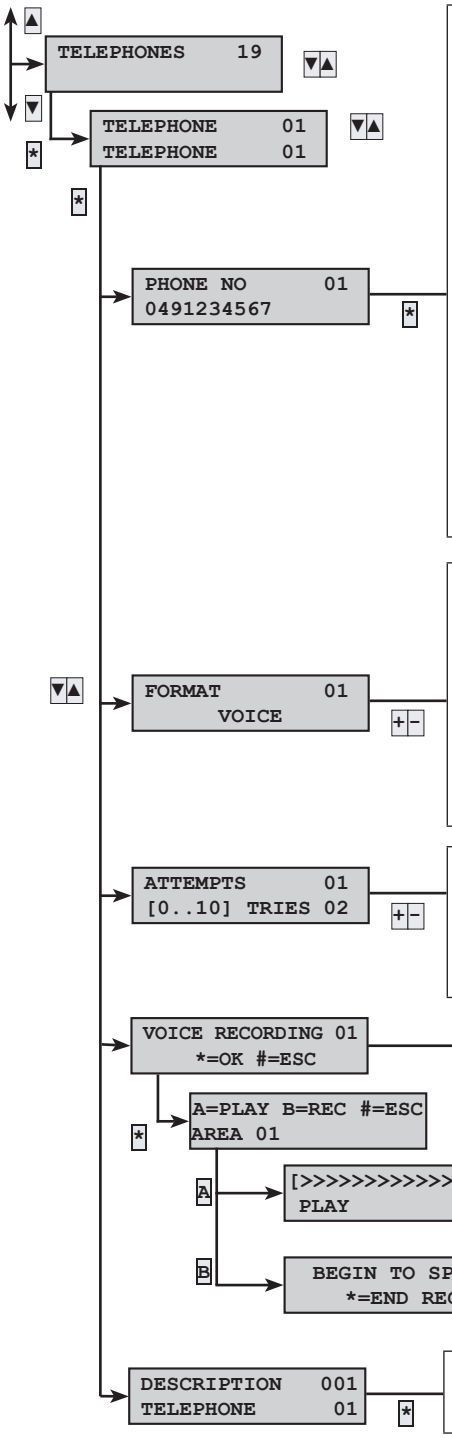
2.16 Telephones



Telephone number: F S A

Edit the telephone number. Press key *, write the number with the ▲ ▼ + − keys and confirm with the * keys and cancel with # . To deactivate the number just delete it completely.

As well as the numbers you can also enter letters C (PBX) and P (pause while dialling), used for the following functions respectively:

C In the event of GSM calls, all numbers before the C will not be dialled

P to insert a pause during dialling

The characters C and P are selected using the C and A keys.

To enter a telephone number first select the number to use, press the * key and enter the figures using keys ▲ ▼ + −. Then end with key *.

Example: PSTN line connected to a switchboard with GSM calling functions.

0C 0456 789012

Telephone number

Indicates the switchboard is on line

Number to request the line from the switchboard.

Telephone communication format: F S A

(Default: *see table at start*)

VOICE The telephone communications will be by voice.

SMS The telephone communications will be by SMS.

CONTACT-ID The telephone communications will be digital CONTACT-ID (only with PSTN line).

Example: communication to security firms.

Call attempts: (Default: *02*) F S A

Used in VOICE and CONTACT-ID communications, it sets the number of call attempts to the number. To interrupt, press either 0 or 5 on the telephone keypad.

Voice Recording: F S A

Allows the audio message linked to the selected scenario to be customised.

Press key A to play back recorded message.

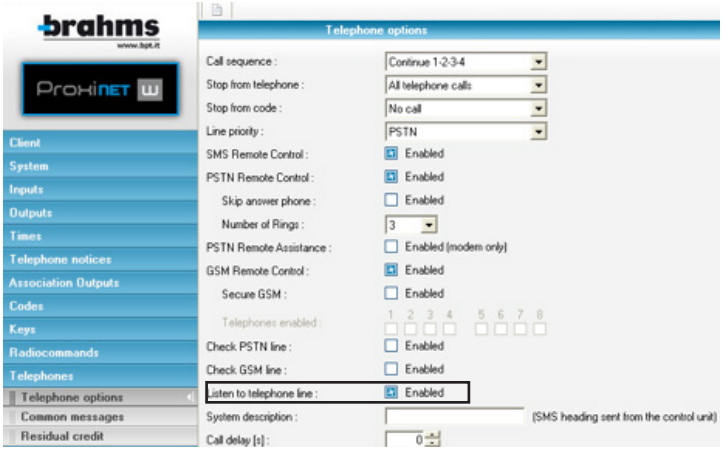
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.

To exit press #.

Telephone description: F S A

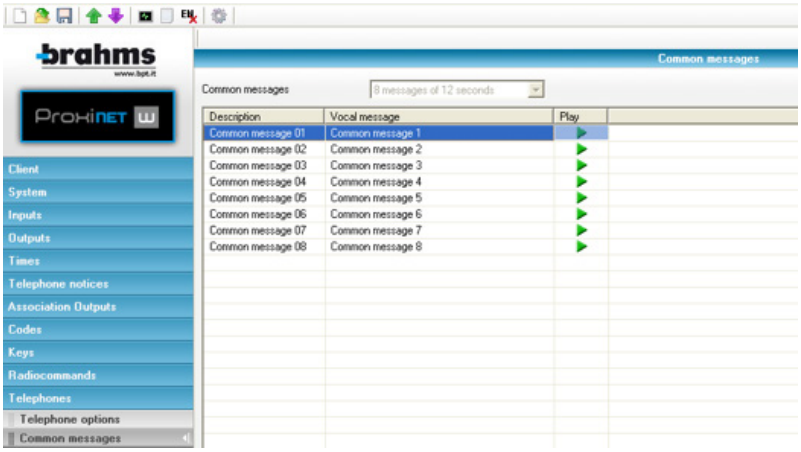
Lets you edit the description of the telephone.

Listen on telephone line



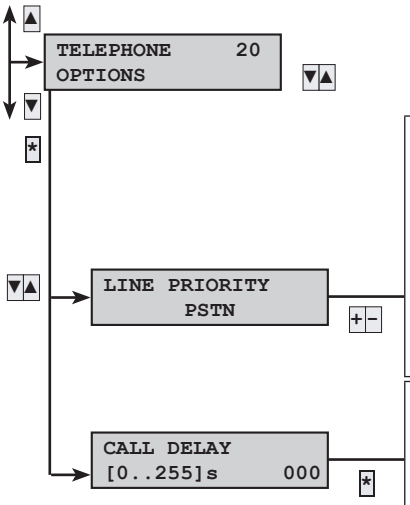
Activating/Deactivating telephone line check

Common Messages



Default: Common Message 01
A voice message can be associated to each telephone number, which is then sent with each voice call.

2.17 Telephone options

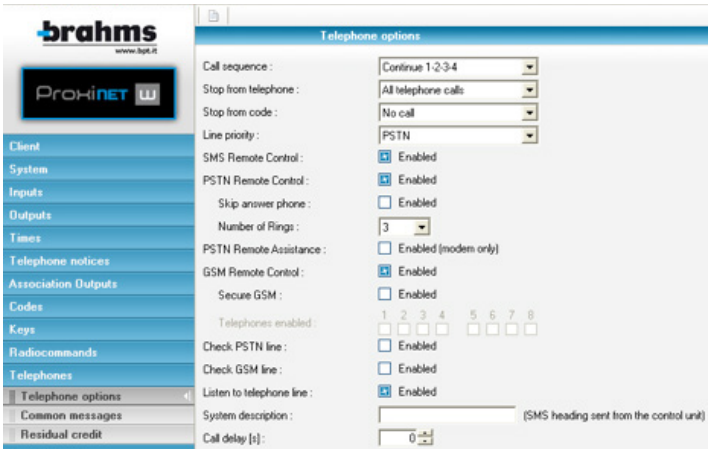


Telephone calls priority: (Default: PSTN) F S A
The priority enables the selection of the type of network preset between either the PSTN line or GSM line for voice calls. If the telephone dialler doesn't find the preset network, all the voice calls will be rerouted onto the secondary network. SMS messages are always sent on the GSM line. Digital call are made only on the PSTN line.

PSTN Voice calls via PTSN phone line

GSM Voice calls via GSM.

Call delay: F S A
You can set a delay on the activation of the telephone dialler following an event in order to avoid telephone calls caused by false alarms. On telephone options STOP BY CODE must be activated.
Example: delay set at 10 s. If an input is unbalanced in error, but a valid user code is entered within 10 seconds, the telephone call will not be made. Conversely if more than 10 seconds elapse the telephone call will be sent as usual.



Call sequence

Call sequence: (Default:Continue 1-2-3-4)
For choosing whether, in the selection sequence for programmed telephone numbers, in the event of communications that are NOT completed (e.g. the number called is engaged), another call to the same number is immediately made, or if the communicator should continue selecting other numbers.
Continue 1-2-3-4 Call and move on to next number.
Retry 1-1-2-2 Call and try calling back the number of times set up on the phone.

Stop from phone

Stop call sequence from phone: (Default: EVERYBODY'S)
EVERYBODY'S If the user presses key 5 on the phone while listening to a voice call, ALL subsequent telephone communications (SMS, voice, CONTACT-ID) are interrupted automatically.
ONLY OWN If the user presses key 5 on the phone while listening to a voice call, ONLY repetitive call-backs to their own number are interrupted automatically. ALL subsequent telephone communications are still made, however (SMS, voice, CONTACT-ID).

Stop by code

Stop call sequence by entering code/key: (Default NO)
EVERYBODY's If an event (general, technical, sabotage alarm etc.) starts the cycle of telephone calls, it can be interrupted by entering on the keypad a code/key associated to the areas of competence which has the property of switching off areas.
NONE If an event (general, technical, sabotage alarm etc.) starts the cycle of telephone calls, it CANNOT be interrupted by entering on the keypad a code/key associated to the areas of competence which has the property of switching off areas.

Remote control from PSTN (voice guide)

YES (Default)
For enabling access to the voice guide via the PSTN line.

Remote control by SMS

YES (Default)
Used for activating remote control via SMS.

Skip voice mail

YES (Default)
Activated if PSTN RMT-CTRL is set at YES.
You can access the voice guide even when there is a voice mail service programmed to answer before the telephone dialler. If set at YES, you call the home number and hang up at the first ring; repeat the call within the next 60".

Number of rings from PSTN

03 (Default)
Activated if PSTN RMT-CTRL is set at YES. For setting the number of rings after which the telephone dialler will answer.
Example1: there is a home without a voice mail service and they want the telephone dialler to answer after 6 rings. Telephone options: Remote control from PSTN YES; Skip voice mail NO; Rings from PSTN; 06.
Example 2: there is a home with a voice mail service that answers after 5 rings. Telephone options: Remote control from PSTN YES; Skip voice mail YES

Remote assistance from PSTN

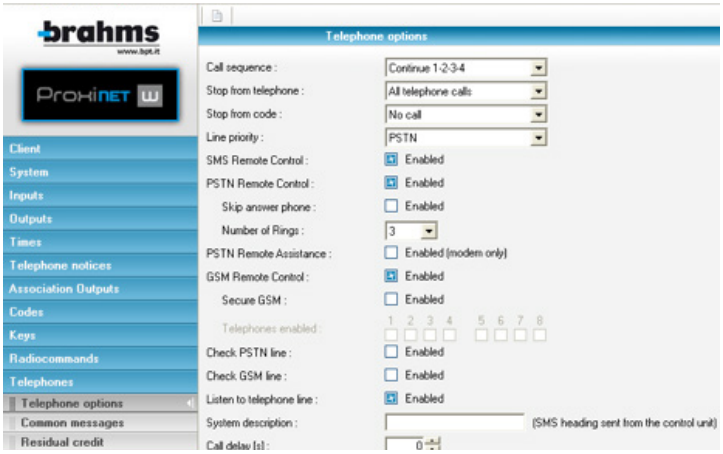
YES (Default)
For activating access to the programming via remote PC on the PSTN line.

Remote control by GSM

YES (Default)
For enabling access to the voice guide via the GSM line.

GSM safe

YES (Default)
By activating the GSM remote control you can create a filter which checks incoming calls against those in the contacts list. Or you can activate access to all the telephones (the access password will still be required, regardless of whether the secure GSM is activated or not).



Telephones activated for secure GSM

By activating GSM remote control and secure GSM you can select the telephone numbers the telephone dialler must answer.

PSTN line check

NO (Default)
If activated it checks the PSTN line, if it is absent a breakdown signal is given.

GSM line check

NO (Default)
If activated it checks the PSTN line, if it is absent a breakdown signal is given.

Listen on telephone line

NO (Default)
If activated before making a PSTN call wait for the dialling tone. To activate only when necessary.

System description

System description is the text to send along with the SMS communications.
Example: if an alarm is triggered and an SMS message is sent, it will read: MR ROSSI'S HOME SYSTEM ALARM …

With the system armed, activating a delay-type input will start up the input time (max 45 seconds in line with Standard EN50131). If an alarm is activated during the input time, sirens will sound but telephone calls will be blocked and will not be made until 30 seconds later or when the input time has elapsed.

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2.18 Special functions

SPECIAL FUNCTIONS 21

DISPLAY KEYPADS AREAS STATUS

PRE-ARM TEST DISABLED

DESCRIPTION

Display keypads: *(Default:* `AREAS STATUS` *)* F S A

The keypads are made up of two rows of 16 characters. The date appears in the first and in the second you can decide what to display from the following information:

`KEYPAD NAME` Name of keypad.

`AREAS STATUS` Switched-on status of the individual areas.

`SYSTEM STATUS` System switched-on status: OFF, TOTAL SWITCH ON, PARTIALISED.

`ENTER CODE` ENTER CODE fixed message.

Pre-arming test:(Default: `DISABLED`) F S A

PRE-ARMING TEST ENABLED: when the system is activated and there is one of the anomalies shown below you can force the system to activate just the same. The breakdown LED will flash and the anomaly will be stored in the events log. If this operation is done from the plug it will beep and cancel the reading.

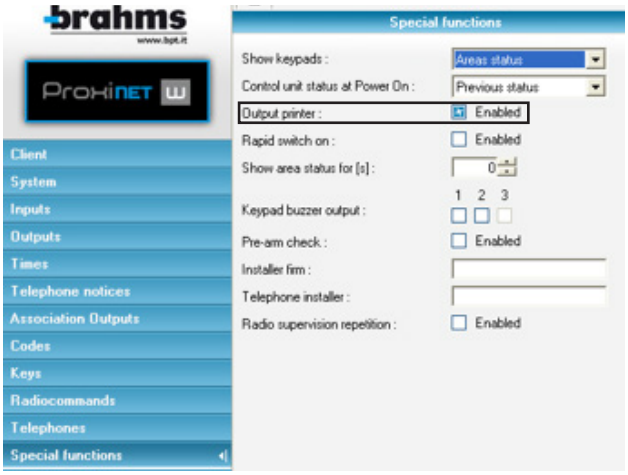
Breakdown messages:

- BUS TAMPER: if one of the elements connected to the RS485 bus fails to communicate;
- BOX TAMPER: if a control unit or plug tamper is in alarm mode;
- ANOMALY/BREAKDOWN: if one of the inputs defined as having a BREAKDOWN is open;
- INPUT TAMPER: if an input is in tamper mode;
- NO PSTN LINE: if the line has been activated but is missing;
- NO GSM LINE: if the line has been activated but is not registered;
- NO NETWORK: if there is no network power supply;
- BATTERY BREAKDOWN: if the control unit battery is out of order;
- FUSE BREAKDOWN: if the fuses are faulty.

Company and service description:(Default: `NO`) F S A

Here you can enter the name of the installation firm that will appear on the user menu under the heading INFO.

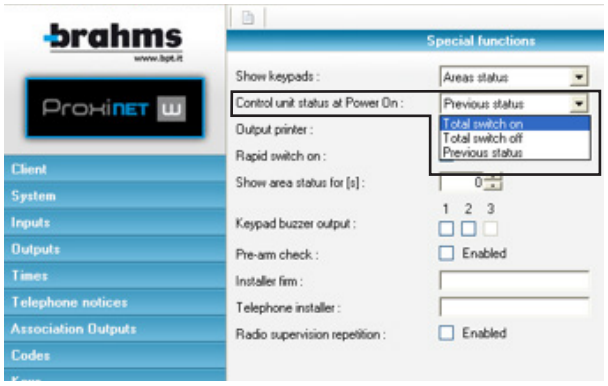
Printer output



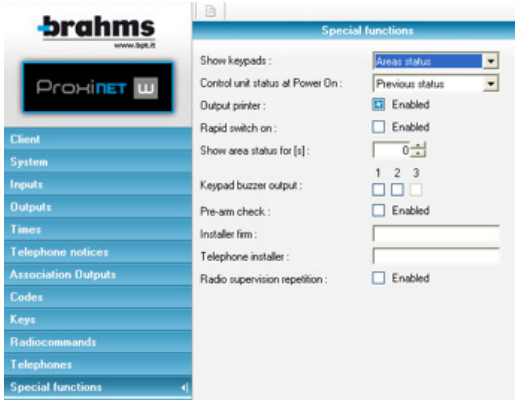
ENABLED (Default)
For activating the printer output for continuous printouts of events on the RS-232. The serial port setting is: Bits per second 9600; Data bits 8; Parity N; Bit stop 1.

Example: connect the control unit to the PX with an rs-232 (male-female) cable. Open a serial port receiving programme (Hyper Terminal for example) and set the COM port and the serial port.

Control unit switched on status after Power On (restart)



PREVIOUS STATUS (Default)
TOTAL SWITCH ON All of the areas switch on.
TOTAL SWITCH OFF All of the areas switch off.
PREVIOUS STATUS The on/off status of the areas returns to what it was before the power off.



Quick switch on

DISABLED (Default)
If activated it lets you start scenarios from the keypads without having to enter a code.
Warning! When activated, open inputs cannot be excluded during switch on.

See area status

00 (Default)
Screening the status of the control unit from keypads and plugs If set at more than 0 the on/off status of the areas is screened (hidden) after a preset time period.

Keypad buzzer output:

--- (Default)
If you set inputs to have buzzer properties enabled, you can select the keypads that must sound during the buzzer time.
Example: shop entrance doorbell.

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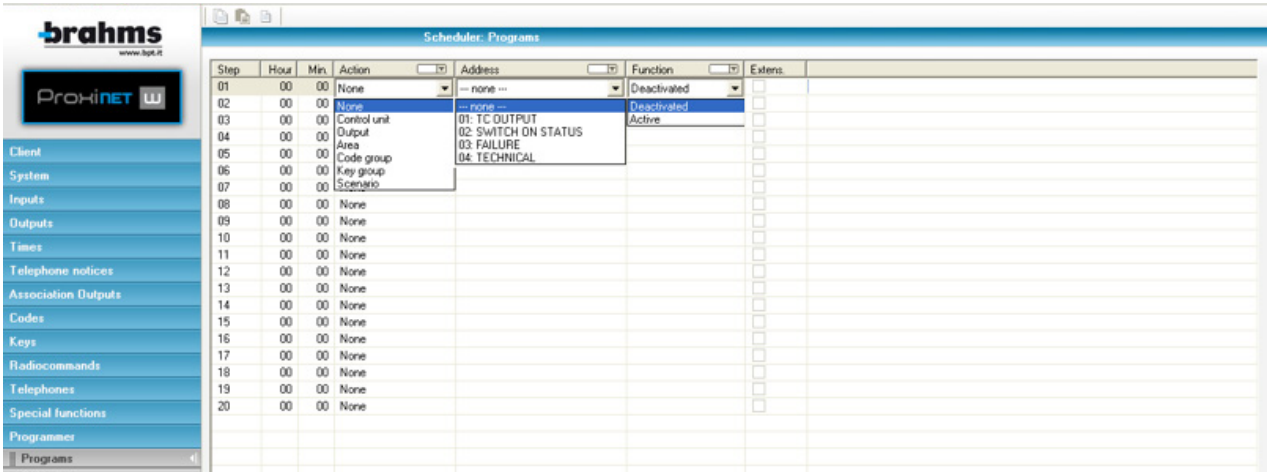
2.19 Daily scheduler

The control unit has a simple weekly scheduler. The programme has 20 steps. For each step it is possible to set the starting TIME and the ACTION to carry out. Each programmed step will be carried out automatically by the control unit ONLY WHEN IT COINCIDES WITH THE TIME SET (HOURS AND MINUTES). If for any reason a step programmed at a particular time is not carried out then, it will not be carried out at all that day. It is not necessary to follow a chronological time sequence when setting the steps.

IMPORTANT: it is imperative to pay careful attention when choosing the actions carried out automatically in the steps as, if not programmed correctly, they can give rise to unwanted interventions of the control unit.



Step

DISABLED (Default)
To enable/disable a programme step set an action. The programme step is activated with the following programming:
- HOUR and MINUTES
- ACTION
- ADDRESS
- FUNCTION
- EXTENSION

Hours and Minutes

Lets you set hour and minutes for the action of the programme step.

Action

NO (Default)
Lets you set hour and minutes for the action of the programme step.
NONE No action anticipated;
CONTROL UNIT Action that concerns the whole system;
INPUT Action that concerns a single input of the system;
AREA Action that concerns a single area of the system;
CODE GROUP Action that concerns a group of codes;
KEY GROUP Action that concerns a group of keys;
SCENARIO Action that concerns a scenario.

Address

Lets you set the address of the subject (output, area, code group, key group, scenario) of the action in the programme step.

Function

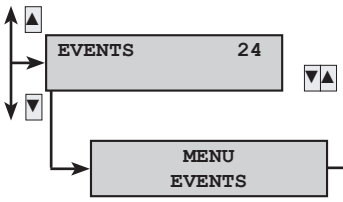
Lets you set the address of the subject (output, area, code group, key group, scenario) of the action in the programme step.
ACTIVATE to activate the programme step at the time set;
ACTIVATE to activate the programme step at the time set;

Extension

NO (Default)
By activating the extension of a programme step you can postpone the action from the user menu.
Example: if you want to delay system switch on until 19.30 you need to set: Action: 1; Address; non influential; Status: 1; Extension: Yes; Hour: 19; Minutes: 30.

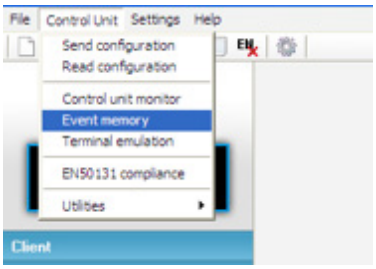
If the system is armed from the scheduler, the output time will be started. Irrespective of the Force Area parameter, if inputs are open at the end of the output time an alarm will be triggered.

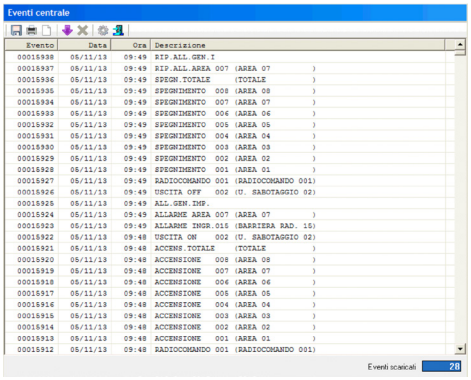
2.20 Events



Events menu: F S A
Enables you to view events as in the user menu. See user manual for event viewing.

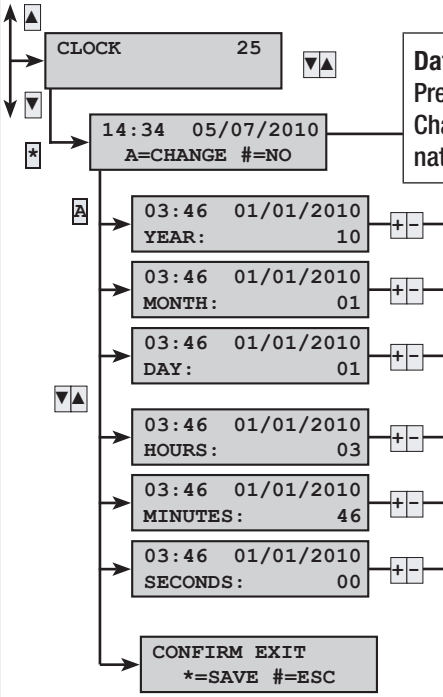
Event Print-out.





On the 'CONTROL UNIT/EVENT MEMORY' press ↓ to download the events. Press 🖶 to print out the events list.
To go back to the initial screen press ⏏.

2.21 Clock



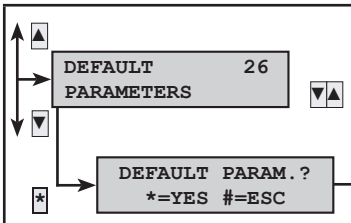
Date and time: F S A
Press A to change the date and time of the clock.
Changing from daylight savings to solar time is done automatically according to the Italian national regulation.

Setting date: F S A
Use the arrow keys to select the parameter to edit and with the + − keys edit the value.
Press # to end: then press * to save or # to cancel.

Setting time: F S A
Use the arrow keys to select the parameter to edit and with the + − keys edit the value.
Press # to end: then press * to save or # to cancel.

If the internal clock is not initialised, the keypad will display the message 'INITIALISE DATE AND TIME' and the breakdown LED will be on. Once the clock has been initialised, the LED will go out and the message will disappear from the keypad.

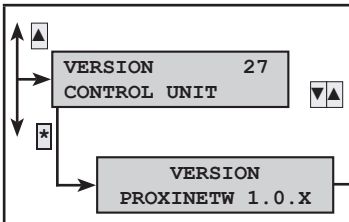
2.22 Default parameters



Default parameters: F S A
Press A to carry out the default parameters.

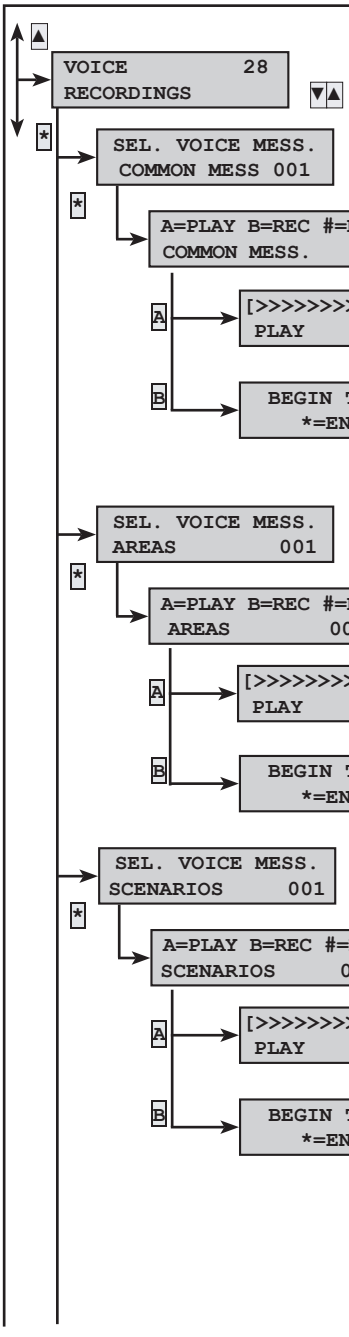
The default parameters do not delete the acquired codes and keys.

2.23 Control Unit Version



Check the version of the control unit F S A
Display the control unit's firmware version

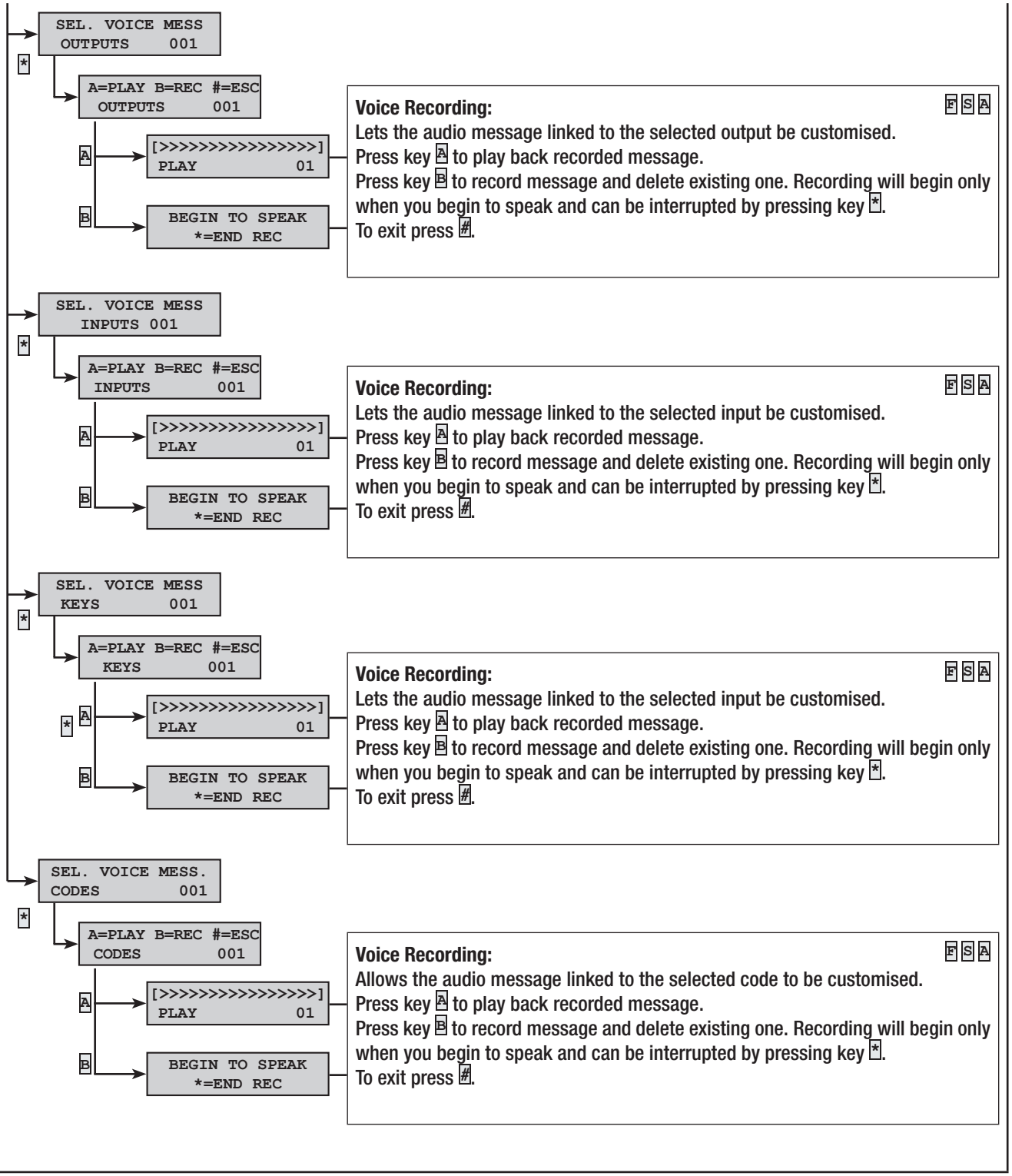
2.24 Voice Recordings



Voice Recording: F S A
Allows the audio message linked to the selected common message to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

Voice Recording: F S A
Lets the audio message linked to the selected area be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

Voice Recording: F S A
Allows the audio message linked to the selected scenario to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.


SEL. VOICE MESS
OUTPUTS 001
*
A=PLAY B=REC #=ESC
OUTPUTS 001
A
[>>>>>>>>>>>>>>>>]
PLAY 01
B
BEGIN TO SPEAK
*=END REC
Voice Recording:
F S A
Lets the audio message linked to the selected output be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.
SEL. VOICE MESS
INPUTS 001
*
A=PLAY B=REC #=ESC
INPUTS 001
A
[>>>>>>>>>>>>>>>>]
PLAY 01
B
BEGIN TO SPEAK
*=END REC
Voice Recording:
F S A
Lets the audio message linked to the selected input be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.
SEL. VOICE MESS
KEYS 001
*
A=PLAY B=REC #=ESC
KEYS 001
*
A
[>>>>>>>>>>>>>>>>]
PLAY 01
B
BEGIN TO SPEAK
*=END REC
Voice Recording:
F S A
Lets the audio message linked to the selected input be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.
SEL. VOICE MESS.
CODES 001
*
A=PLAY B=REC #=ESC
CODES 001
A
[>>>>>>>>>>>>>>>>]
PLAY 01
B
BEGIN TO SPEAK
*=END REC
Voice Recording:
F S A
Allows the audio message linked to the selected code to be customised.
Press key A to play back recorded message.
Press key B to record message and delete existing one. Recording will begin only when you begin to speak and can be interrupted by pressing key *.
To exit press #.

3 Events messaging

The events are made up of:

- TIME and DATE
- EVENT DESCRIPTION (activation / restoring)
- EVENT INDEX
- EVENT DESCRIPTION (part 2)

ACTIVATION	RESTORE	DESCRIPTION 2	CAUSE	Telephone notifications group									
				Alarm	Sabotage	Technical	Burglary	Switching on	Breakdown	Code	Key	Entrance	Various
SWITCHING ON		TOTAL Areas switched on	There is a switching on event when the only actions are (total or partial) switching on. If switching on all of the areas managed by the control unit, the second description will read TOTAL, whereas for partial switching on the areas on will be shown (example ##--#).					X					
PARTIALIS.		Areas switched on	There is a partialisation event when there are actions of non-total switching off of areas (partial switching off). The second description will show the on/off status of the remaining areas (example ##--#).					X					
SWITCHING OFF		TOTAL Areas switched on	There is a switching off event when the system is totally off.					X					
ALA. TAMPER xx	RES. TAMPER xx	CONT. UNIT PWR.DESCR.	A tampered opening or tearing of the control unit or an auxiliary power supply unit has been detected. Check the integrity and the tamper.		X								
ALA.INP.TAMP. xxx	RES.INP.TAMP. xxx	INPUT DESCR.	Input xxx has been tampered with (either cut or short-circuited depending on the balancing). Check the integrity of the input's electricity line. Even if it has restored itself "on its own", check the input's electricity line because there could still be faulty contacts.		X								
AREA ALARM xx	RES. AREA ALARM xx	AREA DESCR.	When an input goes into alarm mode so do the associated areas.	X									
INP. ALARM xxx	RESTORE INPUT xxx	INPUT DESCR.	Input xxx has gone into alarm mode (it has been unbalanced).									X	
BATTERY TX xxx		INPUT DESCR.	Radio input xxx 's battery is dead. Replace it as soon as possible.						X				
ERR.COM.KEYPAD xx		KEYPAD DESCR.	Keypad xx is no longer communicating with the control unit (red communication LED on keypad not flashing). Check activation of keypad, bus cabling, address.		X								
ERR.MOD.IN xx		MODULE DESCR.	The inputs expansion module on bus xx is no longer communicating with the control unit (red communication LED on module not flashing). Check activation of module, bus cabling, dip switch address.		X								
ERR.MOD.OUT xx		MODULE DESCR.	The outputs expansion module on bus xx is no longer communicating with the control unit (red communication LED on module not flashing). Check activation of module, bus cabling, dip switch address.		X								
ERR.MOD.RX xx		MODULE DESCR.	The outputs expansion module on bus xx is no longer communicating with the control unit (red communication LED on module not flashing). Check activation of module, bus cabling, dip switch address.		X								
JAM.MOD.RX xx		MODULE DESCR.	The radio receiver module on bus xx has detected a radio transmission that could block an radio transmitters (JAMMING function activated on control unit).		X								
SUPERVIS.TX xxx		INPUT DESCR.	Radio input xx has transmitted a person-detected communication.										
TAMP.MOD.IN xx		MODULE DESCR.	The tamper of the inputs expansion module on bus xx has been tampered with. Check module tamper.		X								

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TAMP.MOD.OUT xx		MODULE DESCR.	The tamper of the outputs expansion module on bus xx has been tampered with. Check module tamper.		X								
TAMP.MOD.RX xx		MODULE DESCR.	The tamper of the radio receiver module on bus xx has been tampered with. Check module tamper.		X								
TAMP.KEYPAD xx		KEYPAD DESCR.	The tamper of keypad xx has been tampered with. Check keypad tamper.		X								
OUTPUT M.TECH			The technical menu output is recorded in the events log.										
BATT. BREAK. xx	RES. BATTERY xx	CONT. UNIT PWR.DESCR.	Control unit battery breakdown.						X				
LOCAL CONN.			The communication between the control unit and local PC (uploading - downloading programming and events) is recorded in the events log.										
NETWORK BREAK xx	NETWORK BACK xx	CONT. UNIT PWR.DESCR.	Breakdown with no 230 Vac power to control unit.						X				
AUTO TEST			The autotest is normally used to check whether the control unit is up and running via a telephone communication.										X
CODE N. xxx		CODE DESCR.	Entering a code (user or technical) is recorded in the events log.							X			
KEY N. xxx		KEY DESCR.	The action of approaching a key to a plug is recorded in the events log.								X		
SYS.BREAKDOWN	R.SYS.BREAKDOWN		Generic system breakdown notification. The breakdown might be caused by batteries, 230 power supply, power supply unit or fuses).						X				
SYS.TEC.ALA.	RES.TEC.ALA.		Generic technical alarm event. It is generated with an area technical alarm (if an area is not associated to a technical input, the system technical alarm is not triggered).			X							
GEN.SYS.ALA.	RES.GEN.ALA.		The generic general alarm event is triggered by either an area alarm or a system tamper alarm.	X	X								
PWR BRK.DN. xx	RES.PWR BRK.	CONT. UNIT PWR.DESCR.	Notification of breakdown of control unit power supply - fuses.						X				
POWER-ON			The event is logged when the control unit is powered up for the first time or it is reset (the restart button is pressed on the control unit's board).										
24H SYS.ALA.	"RES.24H.SYS"		Generic notification of a tamper alarm (sabotage).		X								
ALARM 24H xx	RES.24H ALA. xx	AREA DESCR.	When an input goes into tamper alarm mode so do the associated areas. All tamper-type events which are not associated to any inputs automatically trigger a tamper alarm of area 1.		X								
REMOTE CONTROL XX		REMOTE CONTROL DESCR.	Each time you use the system's remote control, it is logged in the events log.										
REMOTE NO.xxx CODE		CODE DESCR.	Entering a code (user) remotely (by voice guide or SMS) is recorded in the events log.							X			
TECH ALARM xx	RES.TECH.ALA xx	AREA DESCR.	When an input goes into technical alarm mode so do the associated areas.			X							
BURGLARY ALA. xx	RES.BURG.ALA. xx	SYSTEM AREA DESCR.	When an input goes into burglary alarm mode so do the associated areas.				X						
ACTIV.CODE xxx		CODE DESCR.	Code xxx has been activated from the user menu. The event CODE N. xxx that came before chronologically shows who modified it.										
DEACTIV. CODE xxx		CODE DESCR.	Code xxx has been deactivated from the user menu. The event CODE N. xxx that came before chronologically shows who modified it.										

WRONG CODE		KEYPAD DESCR.	21 wrong codes have been entered from keypads. The description is that of the last keypad on which a code entry was attempted.		X								
INCORRECT KEY		PLUG DESCR.	21 invalid keys have approached plugs. The description is that of the last plug to which a key approach was attempted.		X								
ERR.INS.COM.xxx			When a plug is not communicating with the control unit.		X								
INS.FORCE COD.xxx			When the user forces the control unit switch-on in the event of a breakdown or anomaly with the system										
EXCL.INP.TMP.XXX	RES.EXCL.INP.XXX		When an input xxx is disabled temporarily.										
SET DATE/TIME			When the clock is initialised by the keypad or by the PC										
TEL.CALL OK XXX			When the user receives a call from the control unit, press button 5 on your phone to signal message receipt or KISS-OFF package receipt.										
OUTPUT ON XXX			Output activation										
OUTPUT OFF XXX			Output deactivation										
PSTN BREAKDOWN	PSTN BREAKDOWN RES.		When the line has been enabled from the "Telephone Options" menu and has broken down.										
GSM BREAKDOWN	RES. GSM BREAKDOWN		When the GSM function has been enabled from the "Telephone Options" menu and has broken down.										
WRONG CODE			When an unknown code has been entered more than 5 times.										
WRONG KEY			When the user has tried to use an unknown key more than 5 times.										
ERR.READ.COM XXX			Event generated because of no communication with plugs.	X	X								
REMOTE CONN.			The communication between the control unit and remote PC via SSIP or SIFLAN (uploading - downloading programming and events) is recorded in the events log.										
T;C BATT.		REMOTE CONTROL DESCR.	Each time the control unit detects a run-down battery in a remote control recognised by the system, it is logged in the events log.										
GSM SIM EXP.			When the countdown set in the SIM EXPIRY menu runs out, it is logged in the events log and a phone call* (voice or SMS) is made.	*This is part of the notifications of residual credit.									

4 Appendix Regulations

The regulations to make the system conform to standard EN 50131 are given below:
- The plugs' buzzer signals cannot be deactivated (EN50131-1 8.3.8.2);
- '24-hour' and 'Technological' inputs must not be used;
- Inputs configured as 'Switch on' comply only if they are controlled by devices whose number of combinations is greater than 10000;
- If there are devices on the system that give breakdown notifications, they must be connected to the input defined as breakdown;
- The telephone dialler must be activated;
- The system must always have a self-powered external siren to signal any intruder alarms;
- The number of alarms to auto-exclude the entrance must be set between 3 and 10;
- The time for notifying no power must be set at one minute (1 minute);
- The quick switch-on must not be enabled;
- The 'Stop Communication' option must not be enabled when the control unit is off;
- Input time 1 and 2 must be set at a maximum of 45 seconds (EN50131-1 8.3.8.2);
- The battery test time must be set at a value higher than 5 minutes;
- Enable SEE SYSTEM STATUS by setting it at ≤ xx seconds
- Disable the 'QUICK SWITCH ON' function.

5 Declaration

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CE

Declares under its own responsibility that the following products for security alarm units:

PROXINETW

… comply with essential requisites and relative regulations, set by the following Directives and the applicable sections of the Standards listed below.

--- DIRECTIVES---

2006/95/EC	*Low Voltage Directive*
2004/108/EC	*Electromagnetic Compatibility Directive*
1999/05/EC	*Directive Concerning Radio and Telecommunications Terminal Equipment and the Reciprocal Recognition of their Compliance*
EN 50130-4 + A1 + A2	*Alarm systems.* *Part 4: Electromagnetic compatibility.*
EN 60950-1	*Information technology equipment – Safety.* *Part 1: General requirements.*
EN 61000-6-3	*Electromagnetic Compatibility (EMC).* *Part 6-3: General standards - Emission standard for residential, commercial and light industrial environments.*
ETSI ES 203 021-1	*Terminal Equipment (Te); Attachment Requirements For Pan-European Approval For Connection To The Analogue Public Switched Telephone Networks (Pstns) Of Te (Excluding Te Supporting The Voice Telephony Service) In Which Network Addressing, If Provided, Is By Means Of Dual Tone Multi Frequency (Dtmf) Signalling.*
EN 300 220-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Short Range Devices (Srd); Radio Equipment To Be Used In The 25 Mhz To 1 000 Mhz Frequency Range With Power Levels Ranging Up To 500 Mw;* *Part 3: Harmonized En Covering Essential Requirements Under Article 3.2 Of The R&Tte Directive.*
EN 301 489-3	*Electromagnetic Compatibility And Radio Spectrum Matters (Erm); Electromagnetic Compatibility (Emc) Standard For Radio Equipment And Services;* *Part 3: Specific Conditions For Short-Range Devices (Srd) Operating On Frequencies Between 9 Khz And 40 Ghz.*
EN 50130-5	*Alarm Systems* *Part 5: Methods for Environmental Tests.*
EN 50131-1	*Intrusion and security alarm systems.* *General Requirements*
EN 50131-6	*Intrusion and burglary alarm systems.* *Part 6: Power supplies.*
	Complies with Product Standard CEI 79-2 Second Level.